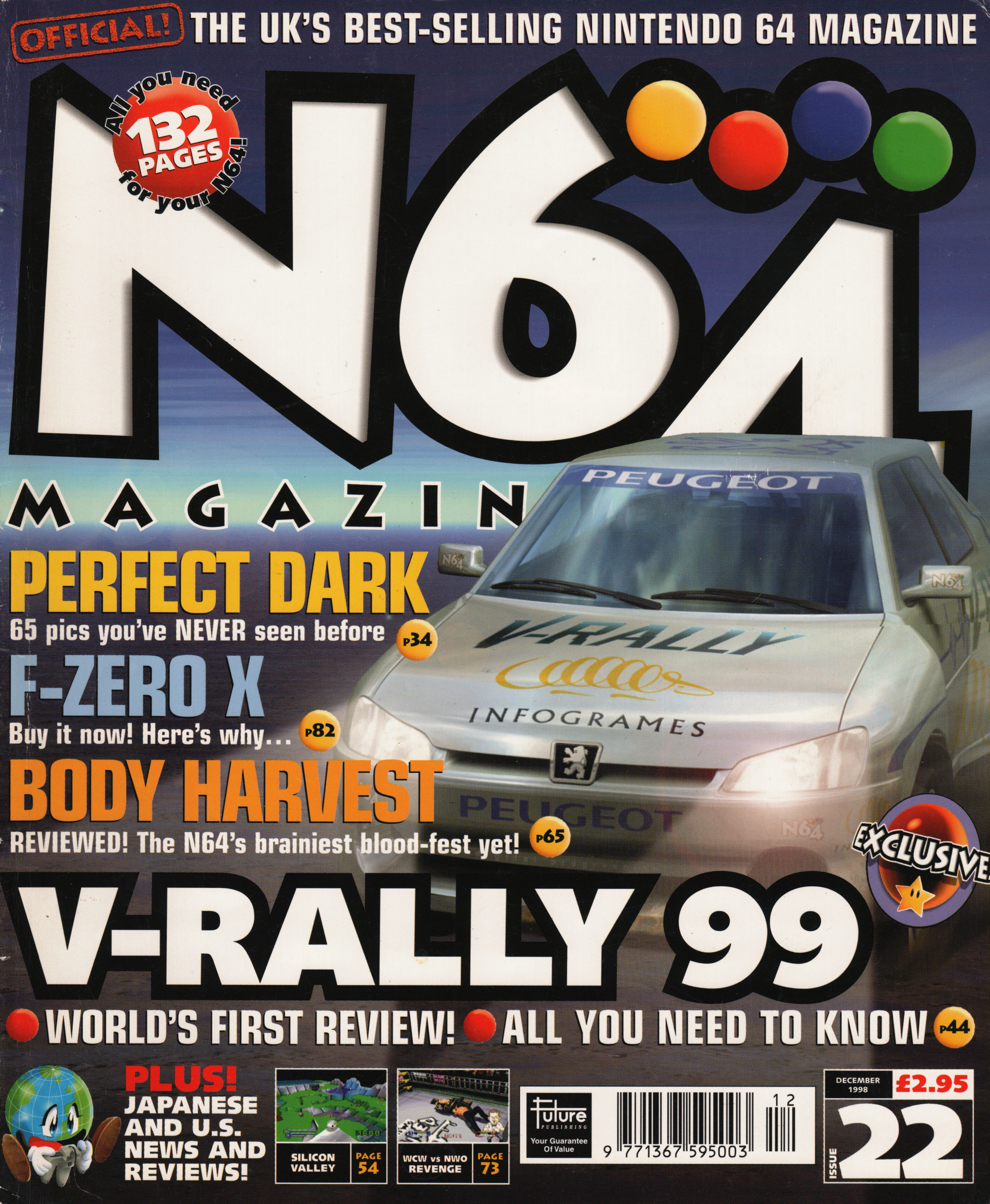


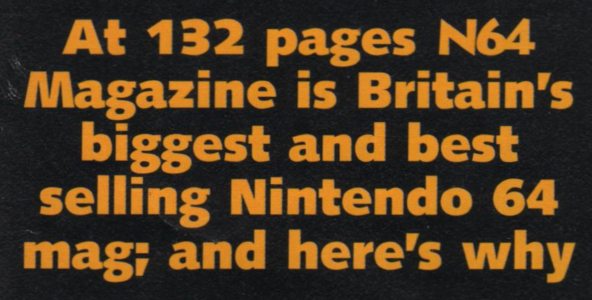
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F-ZERO X
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Ubi Soft
ENTERTAINMENT

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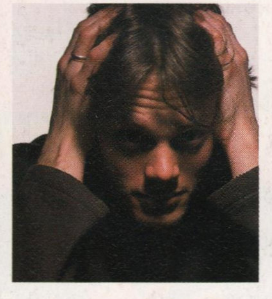




At 132 pages N64 Magazine is Britain's biggest and best selling Nintendo 64 mag; and here's why

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



Something's going on here! Flip the page a moment and count this issue's reviews (promise to come back, mind).

Back? Good. And did you see that lot? Eleven reviews! Not only that, though, did you see the number of Star Game logos? FIVE of them! That's more than any issue ever. It's even beaten issue 1's four – something we were sure would never happen. Best of all, though, every single one of them is a UK release and every single one – barring any *Turok 2*-style disasters – should be on the shelves of your favourite games shop this month. Looks like the family are only getting socks for Christmas again this year.

Apart from the sheer number of fantastic titles, the great news for N64 owners is that these are games that could only happen on the N64. Only Nintendo would have the patience to nurture *F-Zero* to its final state of perfection. Only N64 developers like DMA could produce games as brilliantly original as *Body Harvest* and *Silicon Valley*. Even Midway have turned up trumps with *NFL Blitz*! Originality is what we want from our games, and with games like these, originality is what the N64 is delivering in spades

And it's not as if this month is going to be a one-off. Next month *Zelda* arrives, and as if we needed any other games after that, *Wipeout* goes head-to-head with *Extreme G 2* and *NFL QuarterBack Club 99* toughs it out with *Madden 99*. It's going to be as packed next month as it is this.

We hope you enjoy using your **N64** FuSoYa Review-Writing Fridge Magnet. Turn to page 96 to see how to put it to money-making use. Oh, and do you fancy a new car? Turn to page 52 to find out how playing *V-Rally 99* can get you one. We'll throw in an N64 badge as well if you like.

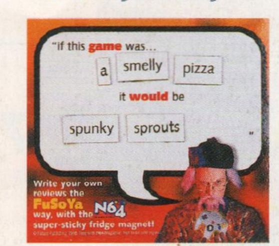
Enjoy the issue!

JAMES ASHTON
EDITOR



HOW TO USE YOUR EXCLUSIVE FUSOYA FRIDGE MAGNET

Break the review words from the block at the top of the magnet and arrange them to construct a short FuSoYa style review. Turn to page 96 to find out how your review skills could win you money!





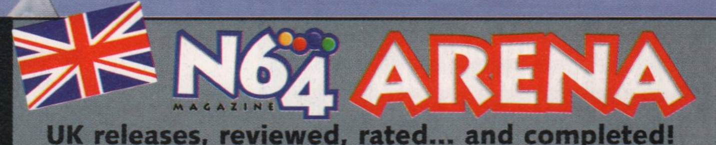
THE UK'S BEST-SELLING NINTENDO 64 MAGAZINE

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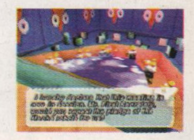
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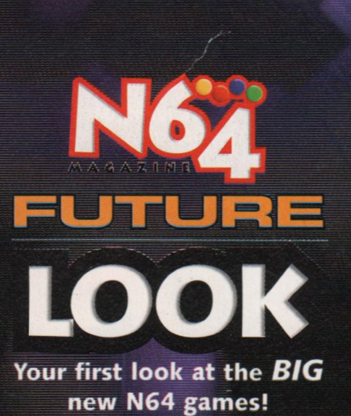


Starts on page 14



UK releases, reviewed, rated... and completed!





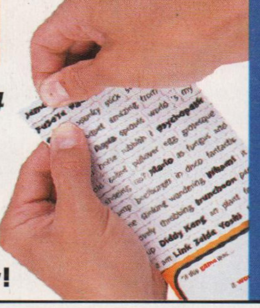
FUTURE LOOK

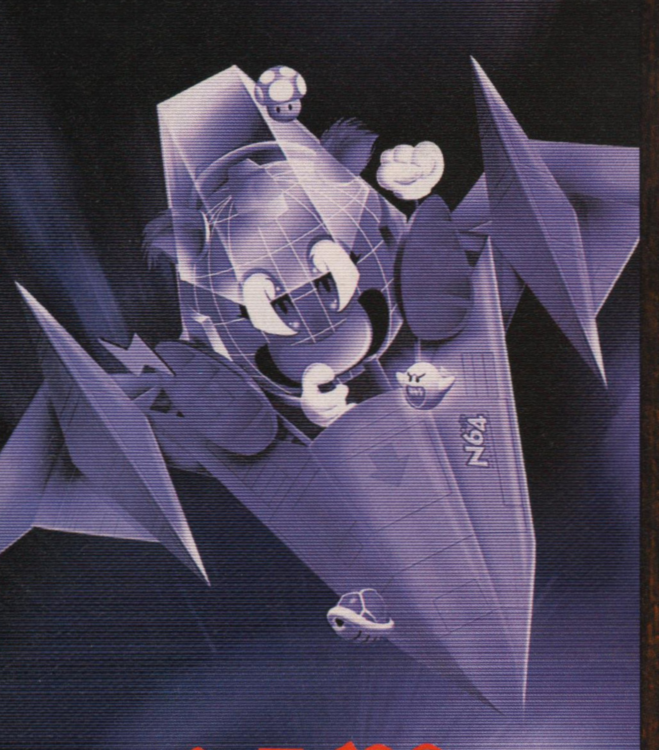
Your first look at the *BIG* new N64 games!

Starts on page 6

Win!

A copy of *Zelda 64* and £100 hard, cold cash is up for grabs in our fridge magnet, review-writing giveaway! Brains at the ready!







N64 MAGAZINE

FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!





Exploding skeleton boy goes critical on, ahem, your 'ass'.

Three-headed dogs from hell breathe fire. Burp. Pardon.

The yellow square is your automatic targeting system.

A dragon's head on a stick? We weren't quite sure but whatever it was it was hard as nails and fancied itself a bit with the old fire-breathing routine.





Our hero (well one of them) examines the castle's portcullis.

Okay, she looks like the girl everyone laughs at, but you wouldn't mess. Honest.

CASTL

Jump!

Fans of the original *Castlevania* series and its alarmingly difficult platforming sections, won't be disappointed here. *Castlevania 64* seems to have its fair share of death-defying leaps, with some sections reminding us of a simpler-to-control *Tomb Raider*. Konami will need to get this aspect of *C64* exactly right though – if they want universal praise for their new baby then they don't want to alienate newer gamers less tolerant of really difficult sections.



Right. You're going to have to judge this just right. Or it's 'Game Over'.



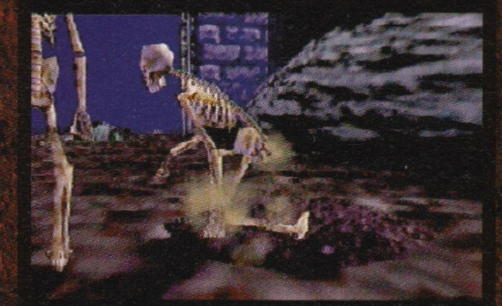
△ 100% vampire-slaying all-action hero.



▽ Not as dead as he might first appear.

△ Belmont comes across a door-opening switch.

▽ The cut scene introduces the undead hordes. Creepy!



Famed for its toughness way back to the days of the NES, Konami's *Castlevania* is bounding ahead in its journey to a fully 3D world. Resolutely 2D even in its 32-bit PlayStation '*Symphony of the Night*' incarnation, the inclusion of a third dimension in a game series that, for many, perfected the two-dimensional approach is no small task, and one that's required a completely different attitude towards level design.

The latest development cart we played in the office suggests that the N64's *Castlevania* will be just as hard as its predecessors. You start out in the grounds surrounding a huge gothic castle (your ultimate target and home to Dracula himself). From the moment you break open the gates, the game starts to throw all manner of problems at you. A cut scene – accompanied by some suitable scary music – intorduces you to your first problem: a horde of skeletal undead who lever themselves out of the ground before chasing enthusiastically after you, just like in Jason and the Argonauts – the best Sunday Afternoon film, ever. In fact, it's hard to believe that the game's programmers haven't studied Ray Harryhausen's stop-motion cinema classic. The skeletons they've created are just like his: slightly comical on the one hand (there's nothing holding them together, for chuff's sake), but genuinely and almost inexplicably scary at the same time. With ear-to-ear grins, terrifying 'clickity clack' noises and an inhuman determination to absolutely never give up, they're disturbing at depths that most computer games fail to plumb.

Castlevania 64's fighting system uses an auto-targeting cursor, which puts a square around the nearest enemy's midriff and ensures that all your character's fighting efforts are devoted to one 'thing' at a time. The best bit about battling the skeletons is that you can hack off an arm, leg or head, watch it bounce away, and yet *still* have to deal with the (slightly less stable) remains as they fight on. Some people/things just won't take a hint!

Other great baddies we saw were the blue skeletons who seem to have a strange fizzing effect going on around their heads. These guys run up to you more quickly than the others – and we swear this is true – actually appear quite nervous and, well, urgent. You aren't left wondering why for long, though – the 'fizzing' effect on their heads turns out to be a bomb, primed and ready to blow. These undead are the suicide bombers of the *Castlevania* world and their only desire is to get close to you before they blow.

VISUALS ● *Other monstrous highlights included three-headed, Cerberus-style dogs and vampire bats that flew around our head during some of the tricky leaping sections.*

Other monstrous highlights in the four level cart included Cerberus-style dogs – we finally finished them off with some concentrated hacking, only to be leapt upon by three of their fire-breathing cousins – and vampire bats that flew around our head during some of the tricky platform leaping sections. When we did manage to get into the castle itself, we were fried by something grim sitting on a post. Don't know what it was, but its breath was not at all friendly.

Castlevania's already looking fantastic: the fighting's action-packed, but with a useful dash of some simpler RPG mainstays. There are plenty of puzzles to solve, difficult platform sections to negotiate and loads and loads of things to pick up and use. What with a selection of playable characters to attempt your quest with, it's definitely going to be one of the best games of 1999. Which is not too far away now, when you think about it.

Castlevania 64		
KONAMI		
Summer '99		1
UK release Summer '99		

EVANIA 64

whip cracker

NEW PICS!



△ Another skeleton head goes 'boom'. Still, never mind, eh?

TO BE CONTINUED... We'll have more on *Castlevania 64* in the new year.

EXCLUSIVE PLAYTEST OF NEXT YEAR'S HUGE SCI-FI ADVENTURE!

HYBRID

We'll admit, *Hybrid Heaven*'s storyline has us stumped. We know this much: Johnny Slader – freelance gun-slinger and grey-haired psycho – has been singled out to save the President of the US, who's been kidnapped by the gunk-washed hybrids of the title.

But, after a fantastic intro sequence (lasting an incredible six-and-a-half minutes), things take a turn for the odd. See, after being briefed on his mission in a X-Filey way by a mysterious silhouette at his door, he wanders into a tube station and promptly gets topped by an Indian in a red jacket. And then – bizarrely – playable proceedings begin with you in control of Red Jacket (real name: Diaz), who suffers from severe headaches, shoots guns in an evil sideways fashion and has in-game missions which include setting the hybrids free.



△ The stats screen. Your right leg is gaining strength...

...Build up one part of your anatomy by using it in fights. ▷

MASTERY Fighting-wise, Hybrid Heaven is ingenious, mixing real-time and menu combat.

Strange, indeed. Still, the game is currently only about 40% complete, so expect the script and sampled speech (of which there's plenty) to start making more sense the further we get into development. Hazarding a guess, we'd imagine the game will eventually see you, after a spell in control of Diaz and his face paint, playing as Slader, with Slader putting right everything that Diaz has put wrong. But, time will tell...

With the game itself, there are no such problems. *Hybrid Heaven* plays a little like *Mario* with unique RPG elements. The environments are massive and, within reason, you're pretty much allowed to wander where you like. Certainly, there isn't as much freedom of movement as *Mario* but Konami have definitely tried to make an effort to prevent it from being linear, with each corridor scattered with different rooms, giving things a pleasingly mazey 'feel'.

Of course, given the fact that *Hybrid Heaven* is set in the future, there's a distinct lack of farming villages and taverns, but the game is still structured like a traditional RPG. Important locations are populated and heavy in conversation while, in between, as you wander from place to place, most of the middling creatures pop up for a spot of



Let's go try a fight

Plenty of enemies and plenty of opportunity to dispatch them. Here's how...

STEP ONE: POWER

Before each scrap, it's best to have a full power bar, as your attacks will be at maximum strength. You can, however, attack an enemy regardless of how much power you've got. Once you've made an attack, if you wait, your power bar will slowly top up again.



STEP TWO: ATTACK (A)

With power bar full, move into your opponent and press A. This menu will appear. 'Item' is split into 'Refresh' (i.e. energy top-up's) and 'Weapons'. Unfortunately, you have to get a fair way into the game before you can access weapons. 'Attack' is the option we want, here...



STEP THREE: ATTACK (B)

Think about this carefully. Look at how Diaz is stood. If his right foot is further forward, use his left. That way he can perform his move-then-kick in one smooth movement. The same applies for punches except you also have to take into account how far away your opponent is standing.



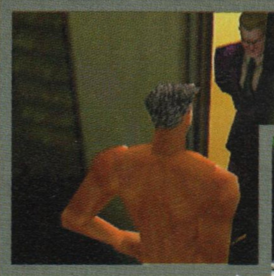
fisticuffs. In readiness for the more difficult parts of the game, this is where you get your practice in.

RPGs, of course, need two things to succeed: a top quality script and a good fighting system. And, despite a little confusion over the basics, the quality of the script is excellent. Banishing memories of *Quest 64*, *Hybrid Heaven* is clear, clever, interesting and refreshingly sparse of stupid names. And, best of all, you actually need to pay attention to pick up clues.

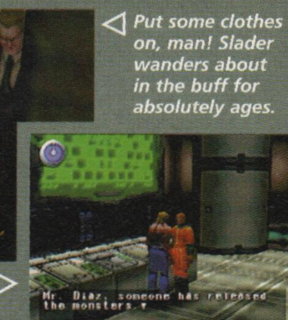
Fighting-wise, it's ingenious, mixing real-time battles and menu-driven combat. Approaching a scrap in *Hybrid Heaven* is described below, but immediately it's obvious that this is a brilliant system, easier to pick up than traditional menu-laden brawls and as attention-grabbing to role-playing specialists as it is to casual action adventure enthusiasts.

If there's one problem with *Hybrid Heaven*, it's the camera. Working like *Goemon's* – where the camera isn't adjustable and automatically trys to move behind the player – it proves annoying when you have to quickly change direction and is cumbersome when you're having to climb over boxes. A simple suggestion would be to switch control of the camera to the C-Buttons. This would certainly solve *Hybrid Heaven's* only real problem to date.

But, there's plenty of development time with the game pencilled in for a release next summer. And, between now and then, **N64** will have an EXCLUSIVE playtest. Mmm...

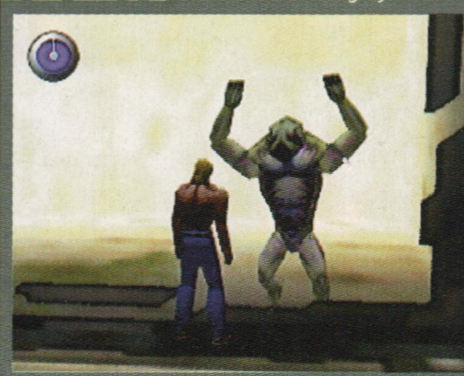


Not exactly news to you seeming you were the one that did it. Naughty!



Put some clothes on, man! Slader wanders about in the buff for absolutely ages.





Walk into this confined area and the aliens leap against the windows at you.



The mysterious Diaz legs it to one of Hybrid Heaven's many doors.

Hybrid Heaven	
KONAMI	
Summer '99	1
UK release Summer '99	

HEAVEN
the need for breed

EXCLUSIVE!

STEP FOUR: ATTACK (C)

A good kick is what we need, so... you've got a choice. The best bit is that, if you continue to hit an opponent in the same place, he'll become especially weak in that area. When this occurs a 'body box' will appear next to their energy, with the weakened part of the anatomy flashing red.



STEP FIVE: STRIKE

Here, then, you've chosen the Right High Kick. This is a perfect strike for two reasons: one, Diaz had maximum power as he performed the kick and, two, before the strike, he was on his left foot so switching feet was pleasingly straightforward.

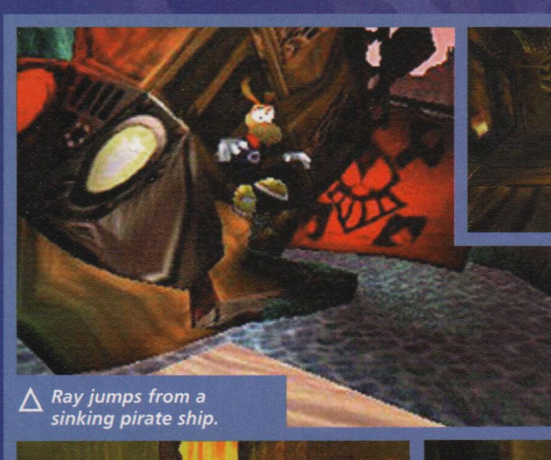


STEP SIX: POINTS

Depending on how quickly you dispatched your enemy, or how much stamina it took, you'll be awarded points. These bolster your power bars and give you extra umph when it comes to the next fight. You'll also be given a percentage score signalling your overall performance.



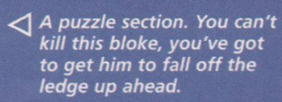
WE TAKE A LOOK AT THE FIRST PLATFORM GAME TO ARRIVE IN 1999!



△ Ray jumps from a sinking pirate ship.



◁ A puzzle section. You can't kill this bloke, you've got to get him to fall off the ledge up ahead.



▽ One of Ray's special friends.



Rayman lets one fly in the general direction of something nasty. Nice effects, no? ▽



◁ That spaceship prepares to deal out some anti-Ray fireballage.

▽ Nice, no?





▽ Ray hitches a lift on something that looks suspiciously like a pool ball. (A number 1?)



Rayman II: The Great Escape	
UBI SOFT	
Spring '99	1
UK release Spring '99	

RAYM
THE GREAT ESCAPE

"We knew we couldn't do a 3D platform game as well as Nintendo, so we thought we'd try something different." **The honesty of *Rayman II*'s project leader, Pauline Jacquey, is a refreshing change to the soapy hype that a lot of games companies seem to specialise in. N64 has travelled to Ubi Soft's Paris HQ, and of all the new games we've ever been introduced to, this is the most original opening line yet. "Nothing's come close to *Mario* or *Banjo* in terms of being a puzzle-based exploration sort of game, so taking a different approach seemed like a good idea." We couldn't agree more.**

It soon becomes clear that what Pauline hopes to have created with *Rayman II* is a game based on the kind of fast-paced, sweaty button-bashing more reminiscent of the 16-bit 2D platformers. Except in 3D. Obviously. "There won't be too much time to stand around and think. And, if there is, it'll be between fast-moving sections, and only to give you enough time to catch your breath."

VISUALS ***Its graphics are a strong point – clear and colourful with an impressive draw distance.***

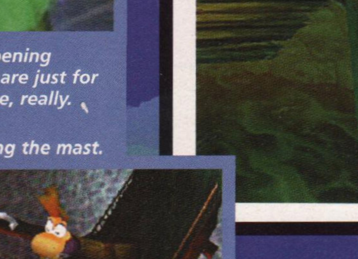
If you're having trouble imagining this, then let's take a few specific examples. One of the later levels in the game sees Rayman (a typically limbless Ubi Soft hero, and star of the 2D platformer that helped launch the Saturn and PlayStation back in 1995) running jumping and climbing along a series of platforms and ledges. So far, so what? Well pursuing Ray as he dashes along is a large floating space ship, which shoots at him and the platforms as he tries to scramble to safety. Frenetic is definitely the word.

In another level, Ray takes to water skiing behind an angry fish. The object of the exercise here is to avoid a series of obstacles without getting your rope tangled up. Rather than



The opening level's are just for practice, really.

Climbing the mast.



That's a spaceship over there. It is!

Rocket man

Ray's progress through some levels is helped (and hindered) by a large rocket. Picking up the rocket and carrying it under his arm, Rayman must first find a flaming torch to set light to its blue touch paper. Once burning, the rocket propels him through the level, and the analogue stick automatically becomes a *Pilotwings*-style joystick.

As well as a method of transport, though, the rocket can also be fired at inaccessible switches to activate them. This is a more puzzly side of the game, but it's always complicated by angry bad guys running at you and generally racking up the tension.



PC shot granted, but it shows the barrel quite nicely. In reality the view slips behind Rayman and the controls change to a simple flight-sim arrangement.

NEW PICS!

PLAYED IT!

AN II play a ray

puzzling over what you've got to do, this requires fast reactions, replay and memory – the kind of attributes that have been out of fashion since the days of the 16-bit SNES, but the same ones that kept millions of people perfectly satisfied back then.

The game is split over 30 or so levels and ditches the now customary 'hub' system (where you can access levels more-or-less in the order you choose) for strict, one after another linearity. Which is brave. Replay features will include pick-ups scattered throughout each level which – if you collect them all, natch – allow you to meet the game's otherwise inaccessible über boss. There are shortcuts to find as well which will presumably allow you to skip through previously completed levels when you're nearing the end of the game.

Originally scheduled for a before Christmas launch, *Rayman* has since slipped until after Christmas. Its graphics are a strong point – clear and colourful with an impressive draw distance – but perfecting a 3D camera that can cope with the fast-paced nature of the game is proving to be a big headache. "It's got to be perfect, or what we're trying to do with the game doesn't work. There just isn't time for the gamer to stand and wait for the camera to catch up," explains Pauline.

Trying something different is what the N64 should be all about, and coming away from Paris we're glad to see that spirit alive and well at Ubi Soft. More news as we get it.



TO BE CONTINUED... We'll have more on *Rayman II* after Christmas.

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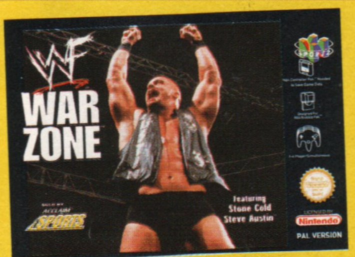
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Future

This issue on sale
Friday 30th October
Next issue on sale
Thursday 26th November

Gone to November

Zelda gets an official release date in the UK...

Stop the rumours, forget December, *Zelda 64* will arrive in Blighty before the twelfth month is even started. Scribble this in your diaries: November 27th. For it is true.

Yep, after Howard Lincoln – head of Nintendo of America – confirmed exclusively to **N64** last month that Nintendo's biggest EVER game would hit the UK "somewhere in the last week of November or the first week of December", THE Games – who distribute Nintendo's wares in this part of the world – decided to slap down a definite date. And Friday 27th November is it. The day when the biggest game in history hits the shelves.

It's been a long time coming, too. Nintendo first started talking openly about *Zelda 64* three years ago, when their machine was known as the Ultra 64. Over the past 36 months, rumoured release dates have come and gone and Nintendo have persisted with their policy of releasing the game "only when it's finished". April '98 was the closest we ever got to a Japanese date but, then, it slipped again to "some time in 1998".

Which, as it's turned out, is now the 27th. Six days after the game's release in Japan and only four days after its release in America. That's almost a simultaneous worldwide release! Gulp. Things are looking up, are they not?



△ *"Look at the size of this! Strewth. Onks a bit, though, doesn't it? Poo."*

◁ *The Best Console Game In The World... Ever™ is almost here. Skill!*

▽ *Take note of this wondrous scenery. Soon you'll be playing in it. Oh, yes.*



SHORT CUTS

HELP WANTED

Interplay are looking for N64 owners aged between 14 and 26 to take part in Focus Testing, which basically means playing unreleased games and giving your considered opinion to the people who designed them. You'll also be fed and watered at Interplay's expense, and you'll get a copy of whatever game you played when it's released. The only snag is that it's held in deepest darkest Marlow, Buckinghamshire, so you'll have to know where that is and be able to travel there and back in the same day. If you want to get on the waiting list, call 01628 423775 and leave your details.

FIGHTING FARCE

Eidos have shelved plans to give their PlayStation beat-'em-up, *Fighting Force*, a UK release. The game, an okayish multiplayer *Final Fight* clone in 3D which we previewed in issue 20, will now only be available in the States. So if you're desperate to battle Dr Zeng and his henchmen, you'll have to pop over the pond to pick up a copy.

BANDAI PLAY ON

Bandai, the people behind *Super Robot Spirits*, are having a second stab at making a game from one of their many anime licences. This time it's Neon Genesis Evangelion, and the game style is more of an action-adventure type thing than a beat-'em-up. From what little we've seen of it so far, the graphics look fairly impressive, and the robots are suitably screen-filling.

Rokky slips

Iguana's awesome blaster runs into production problems.

After earning our second highest score ever last month, *Turok 2* has, unfortunately, slipped a few weeks to somewhere around the end of November or the beginning of December.

It's not an ideal situation for the publishers, Acclaim, as it means the game will be competing for shelf space and punters' cash with the mighty *Zelda*, but unexpected delays in optimising the code to squeeze it into 256M meant that the game missed its production slot (the dates arranged with Nintendo for manufacturing the carts).

And since *three* 256M cartridges – the amount of space our review copy took up – would have cost a teensy bit more than the projected price of £40, Iguana have taken the game back for some tinkering. Don't worry though, it'll still be the same *Turok 2* we rated at 95%, we'll just have to wait a bit longer for it. Sigh.





△ *Death. Blood. Carnage. And – get this! – that's just Iguana. Stinky!*

▽ *The Cerebral Bore. Sadly, you'll have to wait a bit longer for this. Bzzzzz.*



Purple batch

Importers, here we come, as Nintendo get colourful...

To coincide with a Christmas that's got their name written all over it in very large letters, Nintendo have released an all-new N64 bundle pack in America called 'Atomic Purple'.

Out in American shops from November 9th, the new bundle doesn't come with any games but *does* offer players a never-before-seen and little bit special second controller. For one, it's a brand new gleaming shade of purple but, better than that, it's entirely translucent meaning, if you place it on top of your car keys, when you're rushing about in the morning, you'll never again be late for work! Er, anyway. It'll be retailing for $129.95 (around £81) and is available until New Year's Eve.

Ruling the world

Nintendo gives the PlayStation a good run for its money...



This month's All Format games charts made interesting – and particularly heartwarming – reading for Nintendo owners everywhere. In fact, after a quick squint, we had trouble standing up.

Admittedly, pleasant enough PlayStation scrapper *Tekken 3* stepped into a predictable top spot, BUT... straight in at number two was the breathtaking *F1 World Grand Prix* (**N64**/20, 93%), shifting around 30,000 copies in its *first week*, while bringing up third place was the fun, but flawed, *Mission: Impossible* (**N64**/19, 75%) which, likewise, sold enormously well in just seven days (around – get this! – 25,000 copies).

And that's not all. At number five was *WWF Warzone* which, although also on PlayStation and Game Boy, has done brilliantly on the N64. Top news, then, and further proof that, with *Turok 2* and *V-Rally* to come, the N64 will be whistling sweet music this Chrimbo. Mmm...



GO! GO!



GEX FOR SALE

In this month's second instalment of Eidos-related action, the London-based softco has acquired Californian developers Crystal Dynamics for the princely sum of £47.5 million. Their N64 pedigree so far amounts only to the disappointing *Gex: Enter the Gecko* but their recently announced follow-up, *Gex 3*, might help recoup Eidos's investment.

BOLDLY GOING

Activision, a company with ambitions to become a major N64 publisher, have signed up the Star Trek licence for the next ten years. The deal includes exclusive rights to all console versions of Deep Space Nine, Voyager, Star Trek: Next Generation and any future feature films based on them. No plans for any N64 versions have been announced yet, but you never know.

IN THE BAG

We've got ten beautiful record bags to give away, courtesy of Konami, the folks behind *ISS '98* and the eagerly awaited *Hybrid Heaven* and *Castlevania*. One of these gorgeous leatherette squares, complete with Konami logo could be yours if you can answer this question: How many hairs are there on Jes's head? Send your answers to Bald as a Coot Compo at the usual address.

QUAKE WINNERS

We're still missing the last few winners of our Quake With Fear compo – the one where the World's Stupidest Cleaners deposited all the entries, along with the addresses of the winners, in a skip, the contents of which now reside at the bottom of the local landfill site. If you won and you still haven't received your prize, please phone in or write to us.

FANZINE FARM

The first frost of winter brings with it a fanzine drought. Time for EC subsidies.

WHEN I'M SIXTY-FOUR



Winter might be prime gaming season, but as soon as the nights start drawing in, the fanzines start to wither and die. We've managed to save a few hardy sprouts and we've pickled the best of the summer's crop, but we could do with a new seedling or two. For the time being, this tasty morsel we first harvested a couple of months back has grown a new shoot. Issue 2 of When I'm Sixty-four is well padded, with a smattering of reviews and a *Zelda* comic strip at the back (which didn't quite come out on the photocopier). Still, we could read the rest of it well enough. Nice work.

• £1.50 sent to Gearoid Reidy secures a fresh copy of When I'm Sixty-Four. Oh, sorry – the address: Rhode, Tullamore, Co. Offaly, Ireland

I'M RAJEE GAME

This fruity specimen we found wedging up the corner of the milking machine is from regular N64 email pest Graeme... sorry, Rajee Game. It's the only fanzine we've seen to feature a page 3 girl – in this case, the delectable Princess Daisy. The rest of the magazine is suitably offbeat, including game tips along the lines of "eating your toenails before you race perfects your driving skills." (Jethro wanted to try it but he broke two hacksaw blades trying to get a toenail sample.) The fanzine is also notable for being the first one to rate games out of a million. How precise.



• Send £1 to Rajee Game at 92 Main Street, Kirkliston, West Lothian EH29 9AD, or email him at rajeegame@aol.com if you just want to pester him.

'NAM



Another one from Granny's storage cupboard, but we don't mind a bit of stale 'NAM every once in a while, as it's just about the best Nintendo fanzine there is. Packed full of juicy little articles about all things Nintendo, this well-preserved summer vintage features *GoldenEye* lookalikes, the return of the lovable lardboys in Fat Bloke Corner, a feature called Why Nintendo Loves a Fat Bloke, another called Fat Blokes of our Time (notice a theme developing?), and plenty of the kind of quality produce you just don't find in 99% of fanzines. Buy it!

• 'NAM can be purchased by sending £1.50 to 'NAM Magazine, 24 Dradishaw Road, Silsden, West Yorkshire BD20 0BH.

Okay, so we know everyone's going to be busy with *Zelda*, *Turok 2* and the like, this winter, but we still want to see quality fanzines. Send 'em to Fanzine Farm, N64 MAgazine, 30 Monmouth Street, Bath BA1 2BW

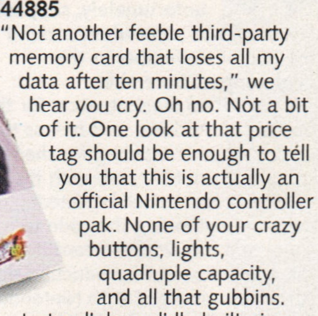
New Goods

How to turn your N64 into a shrine to *ISS '98*.



ISS '98 Memory card

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"Not another feeble third-party memory card that loses all my data after ten minutes," we hear you cry. Oh no. Not a bit of it. One look at that price tag should be enough to tell you that this is actually an official Nintendo controller pak. None of your crazy buttons, lights, quadruple capacity, and all that gubbins. Just a dinky, solidly built piece of plastic that fits perfectly into the bottom of your pad, works first time, works all the time, and will never lose your precious *ISS '98* records or give the dreaded 'controller pak damaged' message.

A little sticker on the front distinguishes this limited edition *ISS '98* version from the ordinary variety, and it comes in a shiny box with – you guessed it – Incey and Ravanelli plastered all over it. Every home should have one.

92%

ISS '98 Sticker kit

Excitement Direct • £9.99 • 01993 844885

Just in case any of you doubted that last month's exclusive free *Zelda* console sticker was really worth a tenner, here's an *ISS '98* version of the same thing, costing... Ten pounds, of course. This one does have the added bonus of little stickers to customise your controllers as well, so when you play the world's finest footie game you can have the *ISS '98* logo on your joypads while Incey and Ravanelli eyeball each other across the top of your N64.

Of course, it's all down to personal taste whether or how you decorate your console, and we're certain that most Middlesbrough and West Ham fans can think of much better places to stick these particular players than on their N64, but it does look nice and footbally, particularly when the *ISS '98* cart is sticking out of the top. We still think *Zelda* looks better though.

70%





RETROWORLD

with Jason Moore

Time to delve back to the days when computer games were for boffins and Michael Jackson was black.

While most of you may think gaming began in the 80s, it actually all started the decade before. The 70s console may well have been personified by the Atari VCS but there were also a new wave of pocket electronic toys.

The LED handheld was something new and exciting for the toy industry and handheld gaming was initially driven by big toy companies like Palitoy, Parker and Mattel. Considering the limited technology, it was unlikely that anything close to the arcade experience could be replicated. Nevertheless, playable titles were still possible and basic light games like MB's Simon and Parker's Merlin, proved that if marketed correctly, the handheld game could outshine the toys it competed against.

Today, the handheld LED game is an excellent barometer of the progress made in the game industry. Without pre-defined graphics, playability was king and it's often surprising just how much more playable late 70s titles are, compared with the flashy, grandstand table tops that appeared five years later.

AUTORACE
MATTEL

In 1978, things were very basic indeed and the screen on *Autorace* is incredibly small. The compact unit does, however, come with bright red stickers and groovy space-age lettering. The cart you control in the game is actually drawn on to the steering control which slides a short distance left and right. The cars, represented by tiny red dots, move left and right between the three lanes and you use the gear shift button to change speed. The game is set within a time limit, so you have to travel as fast as you can in an effort to cover the greatest possible distance before the time runs out. It's simple and it's cheesy but it shows just how far we've come in the last 20 years.

RETRORATING 73%

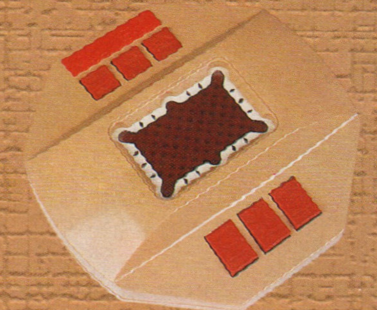
WILDFIRE
PARKER

Wildfire is possibly the grooviest looking handheld in the whole of Retroland, smothered, as it is, in bright 70's-style colour splashes and chubby bottomed lettering. The game on offer is a simple interpretation of pinball complete with free ball bonuses and a multiplayer mode. Ball movement is always difficult to replicate using a series of LEDs in set positions, but in *Wildfire*, it actually works surprisingly well. Highly addictive and very playable, you can spend hours trying to get the highest score. In handheld terms, *Wildfire* must represent what can only be described as a design classic.

RETRORATING 85%

CUE BALL
PARKER

Cue Ball was actually released in 1980 but it follows the precedent set by Parker with the rest of the LED titles. One game which you don't need flashy graphics for is snooker, and the ball movement is just about as good as you could expect from such an old machine. There are four game options to choose from, including a simple pool patience game and a two player game. Selecting each shot is simple but there are lots of different possibilities. Its simplicity makes this machine stand out; rather than being dogged by a lack of technology, Parker turned the situation to their advantage and the result is an absolute classic.



RETRORATING 91%

MISSILE INVADER
BANDAI

You just can't underestimate the 70's phenomenon that was Space Invaders. From T-shirts to coffee cups, it wasn't until the release of Pac Man that the public image of video games had a more friendly face to relate to. The handheld market found itself deluged with more than 100 Space Invader clones, *Missile Invader* being one of the earliest. Its compact design was original, with the fire button housed on the side of the unit, meaning the unusual use of your middle finger to fire. The simple LED graphics actually don't detract from the playability of the machine but the major flaw is that it's very easy to beat.

RETRORATING 59%

Jason Moore can be contacted at:
61 Baccara Grove
Bletchley, Milton Keynes MK2 3AS



Updating you on the N64 games of the future

This month including:

Little

SOUTH PARK

ACCLAIM	96M	 1-4	(US) Early '99	(UK) Early '99

FIRST PICS!

Following in the mighty footsteps of *GoldenEye*, Iguana's *South Park* looks set to be another N64 game which is far superior to the film or programme it's licensed from. Not that beating the animation on the original cartoon series was ever going to be all that difficult.

The original South Park cartoon has gained a devoted following in this country since its hyped launch on Channel 4 a few months back, and back home in America the vile sayings of South Park's foul-mouthed elementary school delinquents are as much a part of cultural heritage as Shakespeare is over here. Probably.

South Park on the N64 is a first-person 3D adventure using some of the programming techniques developed for *Turok 2*. The game takes place over six episodes, with the outlandish objectives including saving the town from being destroyed by a comet, saving Cartman's charming mother from being eaten by aliens, and preventing a Braveheart-style revolt on the local turkey farm.

There's a four-player mode with games ranging from Grudge Match to Kick the Baby, and loads of South Park characters to play as – Kyle, Stan, Cartman and Kenny, and lesser lights such as Big Gay Al and Mr Garrison. Even Terence and Phillip, masters of flatulence, make an appearance. Weapons and power-ups are suitably weird, and include a cow launcher, a sniper chicken, and, as a special bonus, Mr Hankey the Christmas Poo. Lovely.

Iguana have done a great job turning the jerky cardboard cutouts into smooth 3D models, and the game features hundreds of specially recorded voice samples, albeit slightly toned down from the swear-happy cartoon series. Who knows – maybe this will be the South Park you wouldn't be embarrassed to sit and play in front of your mother. Stay tuned.

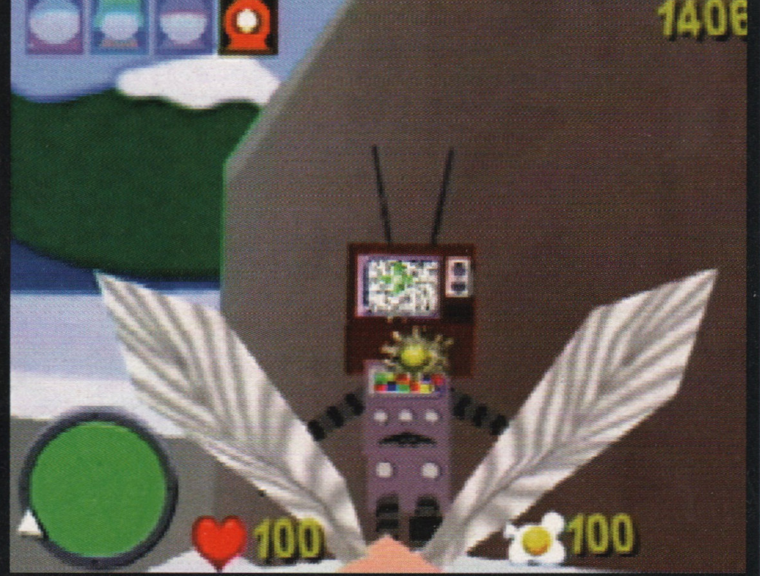
Big Gay Al vs Officer Barbrady. Nice shirt.

Oh my God! They drew Kenny in 3D!



Now that's what we call quality robot action. So very Ikea.

We still can't quite imagine how South Park is going to work.



Cows. A recurring theme in the cartoon. Moo!



vermin

RAT ATTACK

MINDSCAPE	64M	 1-4	 March '99	March '99

Rat Attack* is the tale of Washington and Jefferson, two research rats aboard an experimental NASA mission, who return to Earth in a stolen flying saucer, super intelligent and with designs on ruling the world. Using a fiendish alien machine, they duplicate ordinary sewer rats to wreak havoc on the human population and force mankind into submission. Sounds plausible enough to us.

Only the Scratch Cats, an elite group of feline warriors, can save the planet from total ratty infestation. Taking the role of Smokey, Manx, Sparky, Bob Cat, Pearl and (ahem) Muffy DuPont, your job is to round up the vermin and vaporise them before they manage to chew the suburbs to pieces.

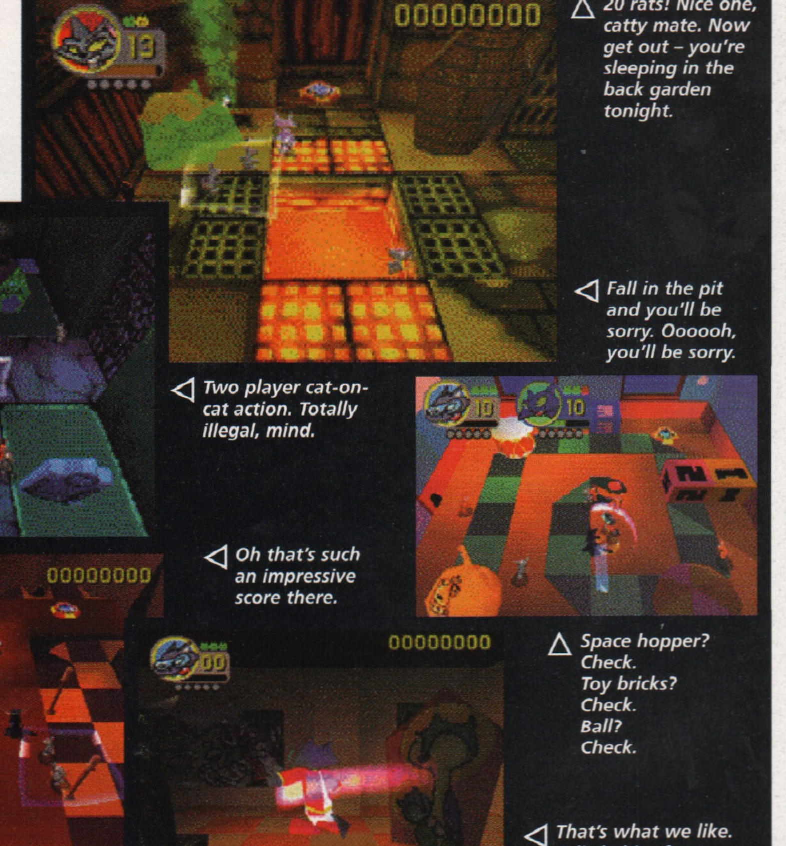
To catch a rat, you must first drag a square trap around it, using exactly the same technique as you would to select several icons on a computer or draw a square with a paint program. Once the rat is immobilised, you have to take it to the vaporiser before it escapes. When you've zapped enough of them, you move onto the next level. Simple, really.

Except you have to contend with other rats attacking you, rats chewing through the furniture, and horrible genetic blueprint rats which can mutate into one of five varieties of super rat – Vampire, Mouth, Genius, Devil, or Jelly. On top of all that, there's the neighbourhood bulldog, Bennet, who likes nothing better than to sink his teeth into a nice juicy Scratch Cat.

Rat Attack is intended primarily as a multiplayer game in the *Bomberman* tradition (back in the days when *Bomberman* was any good), and it's certainly frantic enough when four players are battling it out to steal each other's rats. We'll be having a longer look at the game in the new year. Altogether now: They fight. They fight. They fight, they fight, they fight. Fight fight fight, fight fight fight... (repeat to fade).



20 rats! Nice one, catty mate. Now get out – you're sleeping in the back garden tonight.



Fall in the pit and you'll be sorry. Oooooh, you'll be sorry.

Right. So there's these rats, right, and you've got to use this square to sort them out. You know, cat stylee bro!

Two player cat-on-cat action. Totally illegal, mind.

Oh that's such an impressive score there.

Space hopper? Check. Toy bricks? Check. Ball? Check.

That's what we like. A little bit of cut scene stuff.

GO! GO!

◁ We didn't know there were so many kinds of pool!

Look at those nice shiny bits. Lurvely. ▷

◁ Red cloth o' doom can be yours, if you so desire...

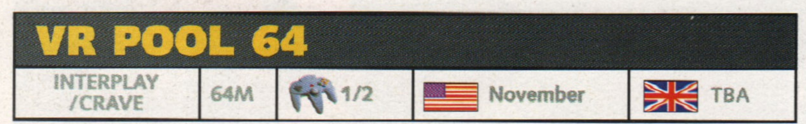
△ ...Or you could go for the bog standard green one.

△ You even get bar stools to park your virtual buttocks on.

Pot luck

FIRST PICS!

VR POOL 64



So what's the most sedate sport you could possibly simulate on the N64? The Japanese market has had its fair share of mah jong and pachinko games, but for the average Western gamer, the ultimate anti-sport has to be pool. Young or old, short or tall, thin or floor-shakingly fat, anyone with access to a pub or a youth detention centre can play pool.

And soon you'll be able to play it from the comfort of your own armchair, thanks to *VR Pool 64*. It's a comprehensive pool sim, featuring every different variation on the basic knock-the-ball-in-the-pockets game you could possibly think of – 8-Ball, 9-Ball, Straight Pool, Pub Pool, and American Pool amongst others. Just about every aspect of the game can be altered, from the size of the table to the type of pocket, and your personal playing stats can be saved to tell you how much you've improved (or not).

Developers of *VR Pool*, Celeris, have tried very hard to make the physics of the game as accurate as possible, and in the unlikely event that perfect pool precision alone isn't enough to make you part with your cash, the game runs in 640x480 mode with some very realistic lighting effects. The analogue stick is used to provide fine control over cue placement and spin, with the rumble pak employed to simulate the crack of ball on ball.

It might be a bit of a niche market title, but we remember *Jimmy White's Whirlwind Snooker* (with free chalk) being great fun on the Amiga a few years back, so *VR Pool 64* could be an interesting and relaxing diversion this winter. Erm... Hoorah!

Metal gears

FIRST PICS!

VIGILANTE 8

ACTIVISION	96M	1-4	  Spring '99

Activision's rather good PlayStation *Twisted Metal*-alike *Vigilante 8* is coming to the N64, but it won't just be a straight port from the 32-bit machine.

Vigilante 8 will be compatible with the RAM Expansion Pak, which will no doubt be installed in millions of N64s by the time the game is released next spring, giving the option of running in crisp, detailed 640x480 hi-res mode. It also features an enhanced four-player battle mode and a two-player co-operative mode.

The game is set in the American south-west during the 1970s. A gang known as the Coyotes are trying to bring the country to its knees with a campaign of terrorism funded by an evil consortium, and it's your job, as a vigilante, to put a stop to their bombing antics.

With 12 different vehicles, an assortment of guns and mines (Roadkill mines, no less), and some top-secret experimental weaponry to play with, *Vigilante 8* should be a decent one-player game, as well as an intense deathmatch battle. We'll have more news on this in a couple of months' time.



Looks like some kind of stealth fighter from Area 51 or something.

There's a wide range of vehicles to drive, and plenty of shooting.

And the graphics are lovely too. Very nice.

With four players battling, Vigilante is a fine game.

◁ Better find a light switch, Jean-Luc.

Cop some of that, nasty terrorist lady. ▷

Looks like that's a cut-scene view. ▷

◁ Out of sight, out of trouble.

△ Wasting bullets like there's no tomorrow.

▽ 'Scuse me, do you mind if I shoot you now?

Win two

NEW INFO!

WIN BACK

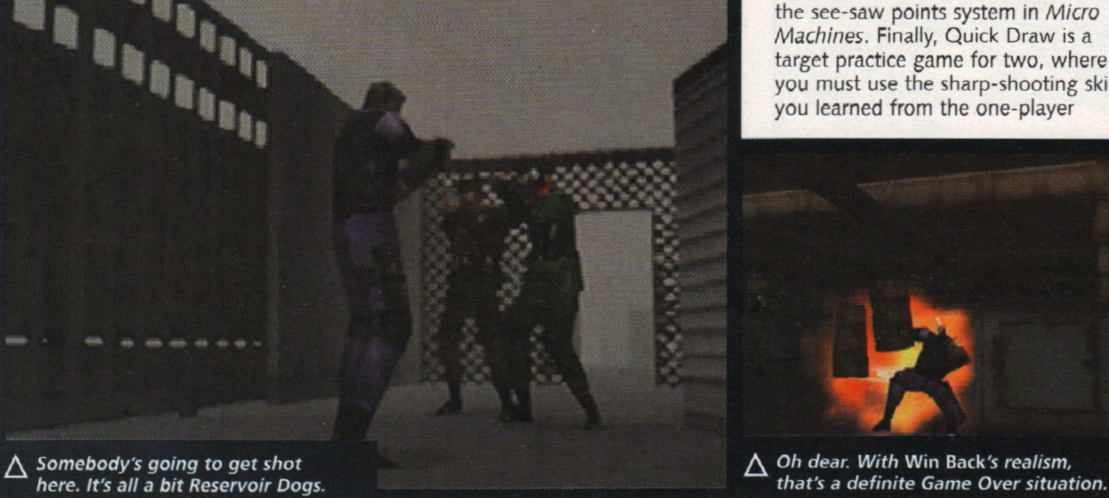
KOIE	96M	1/2	April '99	TBA

Koie's promising spy sim has slipped back a few months in its native Japan, but not without good reason. The unveiling of a two-player battle mode is great news, and should help prevent the game suffering unfavourable comparisons with a certain Konami title when it debuts next year.

So far, Koie have released details of four different two-player games, including some interesting departures from the usual first-person themes. The first, Deathmatch, is the familiar kill-your-friend scenario, with the winner being the first to a preset number of kills. Lethal Tag is a more strategically orientated game, in which you must collect a power-up before you can kill your opponent – rather like an inverse version of *GoldenEye*'s Flag Tag mode, with a deadly weapon instead of a flag. Cube Hunt is a kind of treasure hunt where you have to find seven cubes – you can steal cubes from your opponent by shooting him, and it works a bit like the see-saw points system in *Micro Machines*. Finally, Quick Draw is a target practice game for two, where you must use the sharp-shooting skills you learned from the one-player game to be the first to knock down a series of targets.

You'll be able to play as a number of different characters, including Jean-Luc Cougar, the agile hero of the game, his partner Mike Hawkins, and terrorist rivals such as Mad Hunter Leon and Deathmask Ash, and presumably there'll be the usual array of bonus characters and arenas to discover by excelling at the one-player game. One to look forward to? We reckon so.

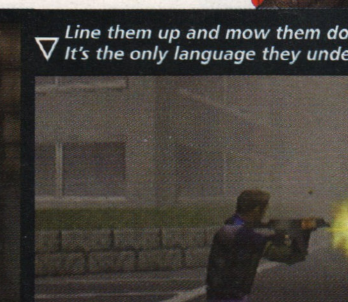




△ Somebody's going to get shot here. It's all a bit Reservoir Dogs.

△ Oh dear. With Win Back's realism, that's a definite Game Over situation.

▽ Line them up and mow them down. It's the only language they understand.



Normal service

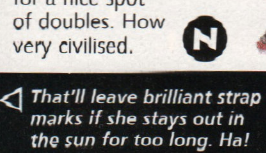
ALL STAR TENNIS '99

UBI SOFT	64M	 1-4	 Dec '98	 Dec '98

One look at the realistic graphics in Ubi Soft's new tennis game is enough to tell you that it's more of a serious simulation than a *Super Tennis* arcade romp.

All Star Tennis '99 features eight real life players, including Wimbledon winners Richard Krajicek, Conchita Martinez, and Jana Novotna, each of whom possesses a range of special moves and signature shots. Four fictional players are included to add a bit of variety to the proceedings, just in case the prospect of playing as the mighty Jonas Bjorkman or Amanda Coetzer doesn't make your knees go weak with anticipation.

The game is played on all the traditional tennis surfaces, and includes the option to lead your chosen professional to glory through an entire season of minor tournaments and Grand Slams. If playing against the increasingly tricky computer opponents gets too frustrating, you can team up with a friend for a nice spot of doubles. How very civilised.



That'll leave brilliant strap marks if she stays out in the sun for too long. Ha!

"Get me a glass of water, boy. No, not tap water, you chimp."

A foxy, Mary Pierce all-in-one black dress.





Looks a bit like Tim Henman. Except it isn't, of course.

Check out the colourful advertising hoardings in the background.



RPG NEWS

The noble art of RPG-naming reaches new heights of eccentricity, thanks to Quest.

Lords, ladies and gentlemen

OGRE BATTLE 3 PERSON OF LORDLY CALIBRE

QUEST	128M	1	(Japan) TBA	(UK) TBA

▽ *No expense has been spared on the special effects.*

◁ *The map can be resized to your taste.*

▽ *The Japanese version will be very difficult to understand.*

△ *Arranging an army the Lordly way.*

We like the look of the decor in here. ▷

The latest RPG to cross the portal from the Land of 16-bits is Quest's update of the popular Super Famicom game *Ogre Battle*. RPGs being what they are, this third instalment in the series (the middle child was a PlayStation game) sports a large and unwieldy sub title, and it's the best one we've heard for ages: *Person of Lordly Calibre*.

If that suggests to you a dignified and noble sort of game, a *traditional* sort of game, then that was probably Quest's intention, as *Ogre Battle 3* is a throwback to the strictly regulated D&D style of strategy RPG. Characters can be lawful, chaotic or neutral, and depending on which side they're batting for, the likelihood of being able to recruit them (or having to kill them) varies. In the SNES original, Tarot cards were drawn at the start of each battle to determine your characters' alignment, and it's likely that *Ogre Battle 3* will employ a similar system.

The graphics consist of sprites on 3D backgrounds, which allows for hundreds of soldiers to be displayed at once when two armies are having a good old scrap. The battle system is turn-based, and it's important to get your army lined up in the most efficient way before challenging anyone – if you have a strong character in the back row of your formation, it won't be able to use its full abilities until the poor grunts in front of it have all keeled over.

Accompanying all the battling of ogres will be a quest involving Procas Durmael, King of Paradise, and his commander-in-chief, Magnus. We'll tell you more about the storyline and exactly how the game plays when we get our hands on an English language version of the game – assuming someone converts it.

IT'S WILD!

STRATEGY, RPG, ADVENTURE AND RACING ALL IN ONE SPECTACULAR GAME

SPACESTATION SILICON VALLEY

'Start saving now!'

Official Nintendo Magazine



it's full of real animals



www.take2games.com

△ Narrow mountainside tracks with a deadly drop on one side. XG2 doesn't make it easy for you.

◁ The speeds never reach F-Zero X levels, but get a decent bike and you can really motor.

△ The option screens are pretty stylish.

△ Watch out for jumps, because there are plenty of them to cope with.

◁ The light trails on the bikes look especially good here.

△ It's like the channel tunnel, only with bikes and shooting.

▽ Always good to see a racing game with lots of competitors.

G shock



EXTREME G 2







ACCLAIM	128M	1-4	November (US)	November (UK)

PLAYED IT!

Extreme G 2, or XG2 as it prefers to be known these days, will be up against some serious competition in the form of *F-Zero X* and *Wipeout* when it's released next month.

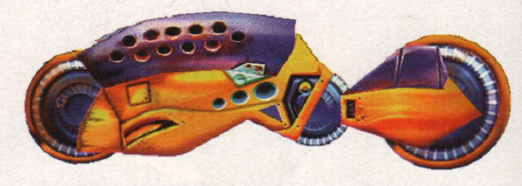
Not that Acclaim are too worried about a bit of healthy rivalry. *XG2* has a very different feel to either of the Big Two, being closer to a traditional racing game than an anti-gravity slideathon. The 13 new bikes are all designed with realistic handling in mind, and they flex and bounce over the bumpy road surface. Ridiculous speeds are still attainable – the fastest bikes produce a sonic boom when they break the sound barrier – but the game generally feels much more solid and easier to play than the original *Extreme G*.

Battle mode is another area where significant improvements have been made. Instead of having to use the bikes to chase the other players you can now use slower and more manoeuvrable tanks, so there is much less of the aimless driving around in circles which spoiled the first game.

The one-player game hasn't been neglected though. There are 12 track environments, each of which has three possible routes through it, a mirror mode, and the ability to take shortcuts by blasting through obstacles. The computer bikers are now much more intelligent, and very aggressive. They'll team up in gangs to force you off the road, and on the harder difficulty levels they make good use of the improved weapons you'll find littering the courses.

Look out for our *XG2* review next month, when we'll be finding out just how well it really compares to the opposition.









Look at that – he's taking a dive in the area!

Keeper's ball! Well, the defender isn't interested.

It looks like FIFA '99 is going to be more tricksy than the last game.

Toast of the town tonight.

Hopefully, fouls can be turned off.

Milk it

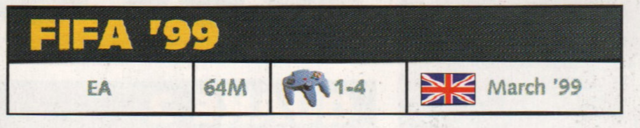


Will Arsenal beat the drop? Hmmm.

Plenty of camera angles then. Good.

Nice overhead kick there, JimBob, son.

FIFA '99



EA	64M	1-4	March '99

Well, it's been a good few months since the last *FIFA* game (*World Cup '98*, reviewed in issue 16), and we're well into a brand new season. Time for – ta daaa! – *FIFA '99*. Yes indeed.

Developed in Canada using an updated version of the engine from the last two instalments in the series, *FIFA '99*'s main selling point – and it's a pretty impressive one – is its official blessing from world football's governing body. With 220 different teams from 12 leagues around the globe, a European Super League, the Champions' League, the UEFA Cup, the Cup Winners' Cup, fully customisable competitions, and the FA Premiership, *FIFA '99* certainly isn't pulling any punches in the battle with Konami's outstanding *ISS '98*.

Steering your favourite team through a full Premiership season or winning the European Cup, with the correct structure, real player names, authentic kits and real life fixtures is a mouth watering prospect, and the only major omission from *ISS '98*. This time, we're hoping that EA's development team will have ironed out the handling problems and button... delay frustations that have dogged the *FIFA* games since their Mega Drive days.

Of course, the series wouldn't have been so enduringly popular if none of the games were any good, and *FIFA* has enjoyed something of a gameplay renaissance in its last two outings, with some useful new features and a precise passing system. Most of the innovations from *World Cup '98* will be retained, along with enough new bits to tempt existing owners into making the upgrade. We'll bring you more news as we get it.

N GO! GO!

An ear to the ground

Our vote for killer car game announcement of the month goes to Interplay's **Carmageddon**, making an appearance on the N64 next summer. The sole objective of the original PC version was to run down as many animals and



pedestrians as possible, something which was never likely to please Nintendo. So unsurprisingly the game will be toned down somewhat, with all the fluffy wildlife and suburban residents being replaced by zombies.

American developers Big Bang Software are still searching for a publisher for their finished 3D puzzler **Lode Runner 64**. The game is based on the classic Broderbund Commodore 64 title, and features over 100 levels of problem solving gameplay. It also runs in hi-res mode, which won't harm its chances of being picked up.

Eurocom, of *Mortal Kombat 4* fame, are currently working on **40 Winks**, a 3D platform game with a surreal plot. The object of the game is to guide a small child through a series of dreams and nightmares, rescuing the spirits – Winks – who control the subconscious world before evil can take them over. We don't expect to see much of it before next year's E3 though.

Meanwhile, Telstar and Midway are reported to be converting their *Contra* clone **Assault** to the N64. It was well received on the PlayStation, but with Konami expected to announce details of **Contra 64** very soon, it'll certainly have a fight on its hands.

And finally, the rumour mill tells us that Team 17's popular PC multiplayer game **Worms 2** is set to make a 64 bit appearance. The heavily armed annelids could be with us next summer, complete with rocket launchers, banana bombs, and exploding sheep.



△ You didn't get those in Quake 1, did you?

◁ Meet the Strogg, then kill them. Simple.

It's the end of the line for this ugly bloke. ▷

Strogg stuff

QUAKE 2

ACTIVISION	96M	1-4	US: Early '99	UK: Early '99

PLAYED IT!

For those of you who enjoyed the original *Quake*, the news that the much-improved sequel is coming to the N64 will have been as welcome as a secret stash of red body armour.

This time your mission is to defeat the Strogg, a race of cyborgs intent on conquering the planet. The Strogg are particularly fond of collecting human body parts, which they use to enhance their cybernetic bodies, creating some utterly disgusting mutations along the way. If you've ever fancied shooting the heads off human-dog hybrids, *Quake II* could be just the game you've been waiting for.

Weaponry has been much improved from the first game, with a *Turok*-like destructive arsenal lying around waiting to be discovered. Hand grenades, machine guns, Hyper Blasters, and a Rail Gun are the new additions to the old *Doom / Quake* armoury, and of course the ultimate weapon, the BFG, lies hidden in the later levels.

The gameplay includes more varied objectives than simply making it to the end of the level in one piece. There are missions where captured marines must be rescued before the Strogg can nick essential bits of their bodies for experimentation, and others where you just have to collect keys. The control method is the same as last time, with the addition of the ability to crouch, but the overall speed of the game has been increased.

As for the multiplayer game... Well, it wasn't playable in the version we saw, and the developers are still attempting to squeeze a full four-player deathmatch mode into the cart. We certainly hope they manage to achieve it, as the original *Quake*'s two-player mode was a bit of a let down.

PLANET 64 INFORMATION station

chart updates • release list
most wanted • most played

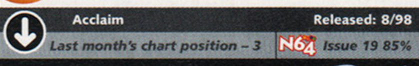
Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!



GAME Top 10 Official UK N64 chart

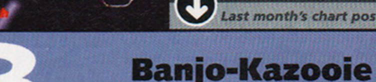
Pos	Game	Publisher	Released	Movement	N64 review
1 (NEW!)	F1 World GP	Nintendo	9/98	New entry	Issue 20 93%
2 (NEW!)	Mission: Impossible	Infogrames	9/98	New entry	Issue 19 75%
3	Banjo-Kazooie	Rare/Nintendo	7/98	Last month's chart position – 1	Issue 18 92%
4	ISS '98	Rare/Nintendo	7/98	Last month's chart position – 2	Issue 20 92%
5	WWF Warzone	Acclaim	Released: 8/98	Last month's chart position – 3	Issue 19 85%
6	GoldenEye 007	Rare/Nintendo	Released: 11/97	Last month's chart position – 4	Issue 9 94%
7 (NEW!)	Mortal Kombat 4	GT Interactive	Released: 9/98	New entry	Issue 20 84%
8 (NEW!)	Waialae Country Club	Nintendo	Released: 9/98	New entry	Issue 21 49%
9	Diddy Kong Racing	Rare/Nintendo	Released: 12/97	Last month's chart position – 10	Issue 9 87%
10	Mario Kart 64	Nintendo	Released: 7/97	Last month's chart position – 6	Issue 4 91%





Top 5 Import chart

Source: Skill Academy



Pos	Game	Publisher • Type	N64 review
1	F-Zero X	Nintendo • RAC	Issue 19 – 91%
2	Mission: Impossible	Infogrames • ACT	Issue 19 – 75%
3	Banjo-Kazooie	Rare/Nintendo • ACT	Issue 18 – 92%
4	Rakuga Kids	Konami • FGT	Issue 20 – 80%
5	WWF Warzone	Acclaim • FGT	Issue 19 – 85%



N64 5 Most played

Pos	Game	Publisher	Type	N64 review
1	Silicon Valley	Take 2	PLT	Issue 22 • 91%
2	Body Harvest	Gremlin	ACT/SHT	Issue 22 • 91%
3	F1 World GP	Nintendo	RAC	Issue 20 • 93%
4	V-Rally 99	Infogrames	RAC	Issue 22 • 90%
5	F-Zero X	Nintendo	RAC	Issue 22 • 91%

5 Most wanted

Pos	Game	Publisher	Type	Release
1	Legend of Zelda	Nintendo	ACT/RPG	Japan: 21st November; UK: 27th November
2	Perfect Dark	Rare/Nintendo	ACT	UK: Early '99; USA: Early '99
3	Hybrid Heaven	Konami	RPG	Japan: March '99; UK: March '99
4	Shadowman	Acclaim	ACT	UK: May '99; USA: May '99
5	Jet Force Gemini	Rare/Nintendo	SHT	UK: TBA (Tim says Christmas); USA: TBA

Readers 5 Most played

Pos	Game	Publisher	Type	N64 review
1	GoldenEye	Rare/Nintendo	RAC	Issue 9 94%
2	Banjo-Kazooie	Rare/Nintendo	ACT	Issue 18 92%
3	F1 World GP	Nintendo	RAC	Issue 20 93%
4	Mission: Impossible	Infogrames	ACT	Issue 19 75%
5	ISS '98	Konami	SPT	Issue 20 92%

Readers 5 Most wanted

Pos	Game	Publisher	Type	Release
1	Legend of Zelda	Nintendo	ACT/RPG	USA: 23rd November; UK: 27th November
2	Perfect Dark	Rare	ACT	UK: Summer '99; USA: Summer '99
3	Turok 2	Acclaim	SHT	USA: November; UK: November
4	F-Zero X	Nintendo	RAC	Japan: Out Now; UK: November
5	Shadowman	Acclaim	ACT	UK: March '99; USA: March '99

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

November 1998

Game name	Publisher	Type	Country
Body Harvest	Gremlin	SHT	UK
Extreme G 2	Acclaim	RAC	UK
Fighting Force 64	Eidos	ACT	US
F-Zero X	Nintendo	RAC	UK
Legend of Zelda: Ocarina of Time	Nintendo	RPG	US
Micro Machines V3	Codemasters	RAC	UK
NASCAR '99	EA	RAC	US
NFL QuarterBack Club '99	Acclaim	SPT	UK
S.C.A.R.S	Ubi Soft	RAC	UK
Silicon Valley	DMA/Take 2	ACT	UK
Space Circus	Infogrames	ACT	US/UK
Turok 2: Seeds of Evil	Acclaim	SHT	US/UK
Twisted Edge Snowboarding	Midway	SPT	US
V-Rally 64	Infogrames	RAC	UK
WCW vs NWO: Revenge	THQ	FGT	US

December 1998

Game name	Publisher	Type	Country
Earthworm Jim 3D	Interplay	ACT	UK
Legend of Zelda: Ocarina of Time	Nintendo	RPG	UK
Rogue Squadron	LucasArts	ACT	US
Top Gear Rally Overdrive	Kemco	RAC	ALL
Wipeout 64	Psygnosis	RAC	UK

1998/1999/TBA

Game name	Publisher	Type	Country
40 Winks	GT	ACT	UK
Aeon Flux	GT	ACT	US
All Star Tennis	Ubi Soft	SPT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Assault	Midway	ACT	US
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battletanx	3DO	RAC	US
Battlezone	Crave	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Bio Tetris	Bottom Up	ETC	JPN
Blues Brothers 2000	Titus	ACT	UK
Bust-a-Move 3	Acclaim	PUZ	US
Caesar's Palace	Crave	ACT	US
Carmageddon	Interplay	ACT	US
Chameleon Twist 2	Sunsoft	ACT	JPN
Daikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
Disney Tetris	Capcom	PUZ	JPN
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
Donkey Kong World	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Duke Nukem: Zero Hour	GT	ACT	US/UK
Formula 1	Psygnosis	RAC	UK
F1 Racing '98	UbiSoft	RAC	UK
FIFA '99	EA	SPT	UK
Fisherman Bass Hunter 64	Take 2	SPT	US
Flights of the UN	Video Sys.	SHT	JPN
Fox Sports College Hoops 99	Fox Sports	SPT	US
Harrier Strike Force	Video System	SIM	US
Harvest Moon	Pack-N-Soft	RPG	JPN
Hybrid Heaven	Konami	ACT	JPN
Hype: The Time Quest	UbiSoft	ACT	UK
GT World Tour	Boss Games	RAC	UK
Jest	Infogrames	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Kiratto Kaigetsu	Imagineer	TAB	JPN
Knife Edge	Kemco	SHT	JPN
Lego Racers	Lego Media	RAC	UK
Let's Smash	Hudson	–	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
Milo's Astro Lanes	Crave	ACT	US
NBA Jam '99	Acclaim	SPT	US
Neon Genesis Evangelion	Bandai	FGT	JPN
Nightmare Creatures	Activision	ACT	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Pachinko: 365 Days	Seta	ETC	JPN
Perfect Dark	Rare	SHT	US/UK
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Rayman 2	UbiSoft	ACT	US
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T•HQ	RAC	US
Roadsters '98	Titus	RAC	UK
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rugrats	T•HQ	ACT	US
Rush 2: Extreme Racing	Midway	RAC	US
Shadowgate	Kemco	RPG	US
Shadowman	Acclaim	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim Copter 64	Maxis	SIM	US
Snow Speeder	Imagineer	SPT	JPN
South Park	Acclaim	ACT	US
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Survivor Day One	Konami	ACT	JPN
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Twisted Edge Snowboarding	Kemco	SPT	US
UEFA Soccer	Infogrames	SPT	UK
Unreal	GT	SHT	US
Vigilante 8	Activision	ACT	US
VR Pool	Crave	SPT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	JPN
World League Soccer '99	Eidos	SPT	UK
Xena: Warrior Princess	Titus	–	US

No release date yet

Game name	Publisher	Type	Country
Exhumed 64	Crave	SHT	US
F-Zero X (add-on disk)	Nintendo	RAC	JPN
Hercules: Legendary Journeys	Titus	ACT	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Emperor Leo	Nintendo	RPG	JPN
Legion X	Hudson	ACT	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Sim City 64DD	Nintendo	SLG	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Top Gear Rally 64DD	Kemco	RAC	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send



INFORMATION station

Top 5 vote n' draw

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Perran Trevan from Hampshire wins a copy of Silicon Valley!

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....

日本製

Go! Go! Peacemakers

Make love, not war. Or, alternatively, have a quick game of chess...

The Japanese are a nation of gamers. Over and above that, they're a nation of strategy gamers. You don't have to look far for the evidence – RPGs are always top of the 'Most Wanted' charts and every game centre here is chock full of mah jong, shogi (Japanese chess) and Go simulators.

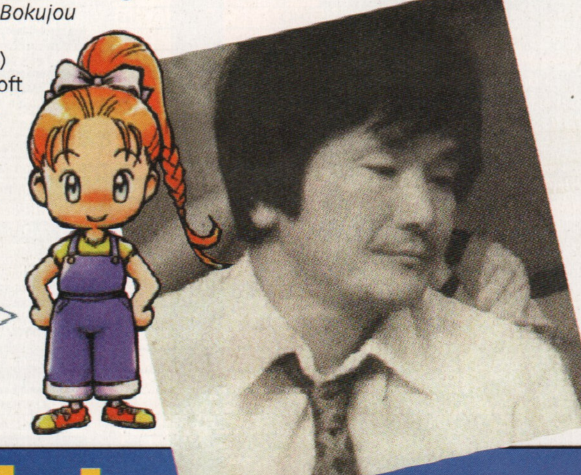
The popularity of Go is a phenomenon in itself – it's an incredibly hard board game that looks a bit like checkers but 10 million or so people (that's a massive 8% of the population) play Go in Japan.

Anyway, why all this talk about board games? Well it's interesting to note that despite their popularity in Japan, 'table games' aren't even listed as a category on NOA's website. There's a significant cultural difference here that most westerners fail to recognise. You see, violence isn't well received in Japan. In fact, getting publicly angry or upset in any way is considered highly embarassing for everyone concerned and evidence of a lack of self control. You're expected to contain those feelings and find an alternative way of expressing them. You have to think before you act.

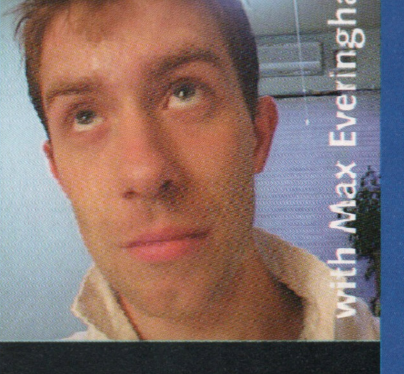
This kind of introspection is bound to reflect on everyday life and, as a result, leisure activities. Hence, in Japan, there's a far greater emphasis on less agressive, more thoughtful games such as *Bokujou Monogatari* (*Harvest Moon*) from Pack-In Soft and even, to a certain extent, *Pocket Monsters Stadium* which does require strategic thought.

Of course, there is violence in Japan it's just less overt and kind of 'one step removed'. Not in your face, so much as in your comic books.

Video game farming in Harvest Moon. Definitely not aggressive.



Cho Chikun
This man can play Go. Really, really, well. He's currently Japan's strongest player. And he's Korean.



with Max Everingham

MADE IN JAPAN

N64 Magazine tear themselves away from their daily punch-up for a quick lesson on cultural differences.

Pretty in print

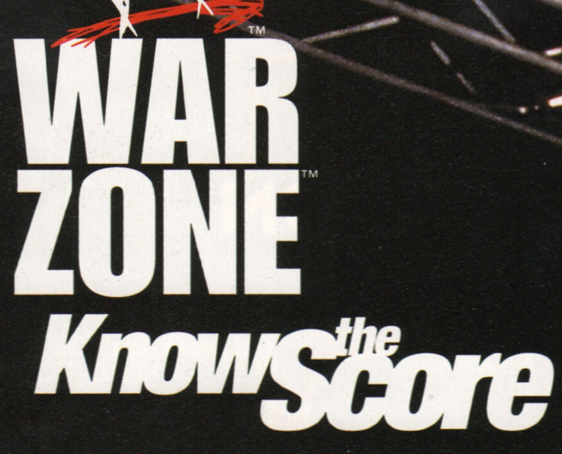
Saving gamers the world over from the potential embarrassment of having the special Pikachu version of *Pocket Monsters* but no dedicated Game Boy printer to go with it, Nintendo have released the 'Game Boy Pocket Printer Pikachu Yellow'. In stores now, the bright yellow printer sports graphics of our little friends on the fascia and is capable, when linked via the Game Boy to a Pokemon cartridge, of giving owners a hard copy of their Pocket Monsters album. Monster by monster.



Check out the UK version of the Pocket Camera – Pikachu's in there somewhere.



In this special edition of Pocket Monsters you can actually see Pikachu wandering around behind you. Wow!



Know the Score

"Wrestling is back with a bang! If you're beat 'em up nuts then give this one a crack!"
90% - Awesome Award - Official Nintendo Magazine

"Top grappling action!"
64 Sizzler Award - 64 Magazine

"A playable party monster!"
Total PlayStation

"Easily the best wrestling game on the N64!"
N64 Pro

"Bags of fun! As far as wrestling games go, WWF Warzone is the best yet! Flesh slappingly good!"
PlayStation Pro

"Warzone is an excellent wrestling game and loads of fun!"
Total 64

"A total riot! The best wrestling game without a doubt!"
Star Game Award - N64 Magazine

"The N64 has never witnessed anything like it before! The characters are stunning!"
V64 Magazine

"At last a wrestling game that's playable and entertaining... It's brilliant!"
PlayStation Power

Nintendo Official Magazine AWESOME

Stone Cold Steve Austin







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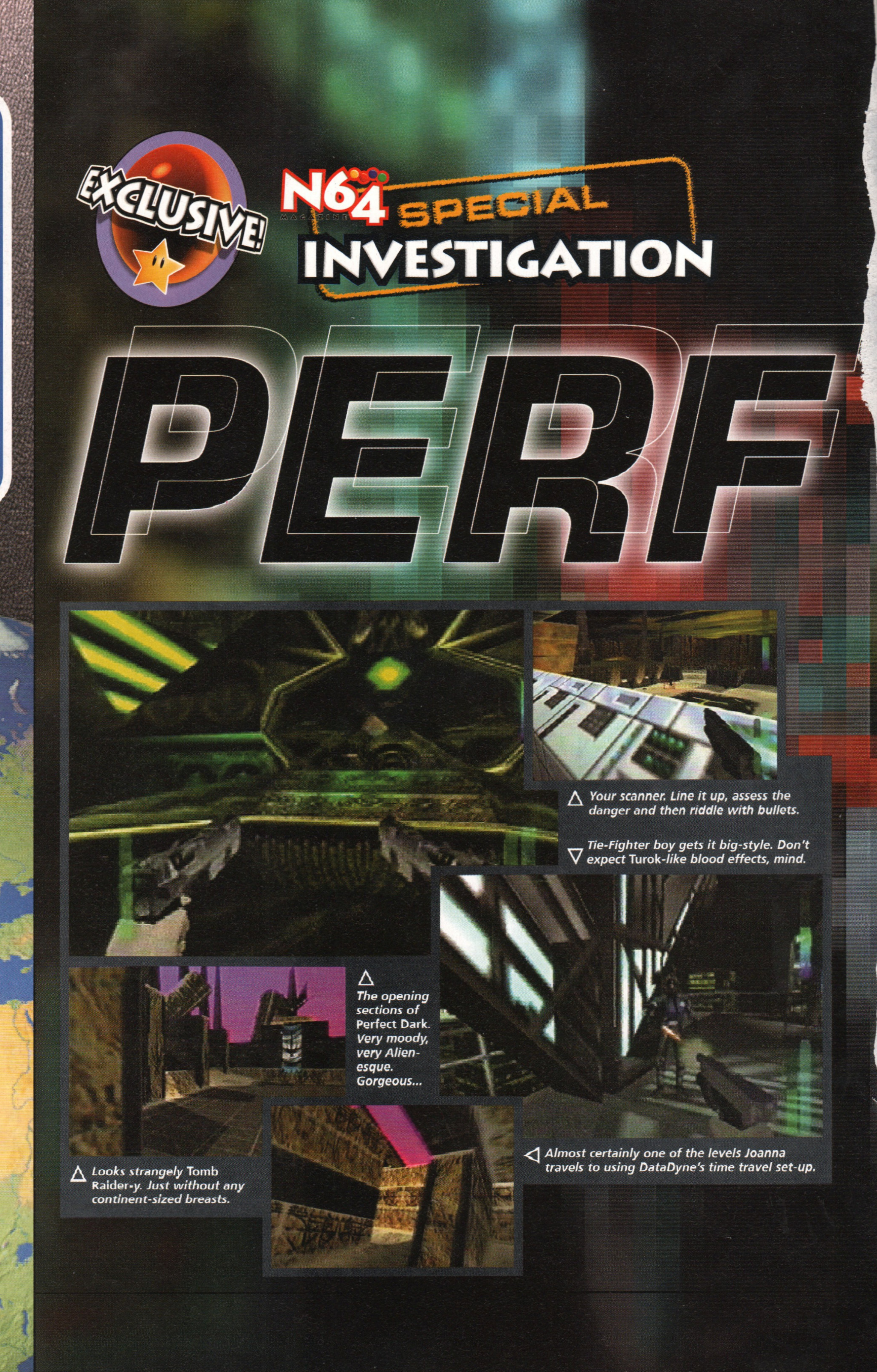






and all good independant videogame stores

N64 Magazine's Special Investigations can take us all over the world. For now, though, we were quite happy to infiltrate Rare's Twycross and steal some exclusive new pictures of *GoldenEye*'s super-sequel.



Your scanner. Line it up, assess the danger and then riddle with bullets.

Tie-Fighter boy gets it big-style. Don't expect Turok-like blood effects, mind.

The opening sections of Perfect Dark. Very moody, very Alien-esque. Gorgeous...

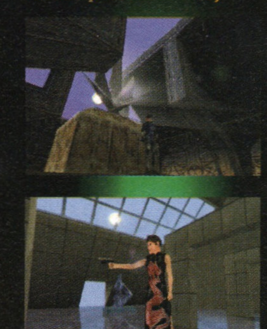
Looks strangely Tomb Raider-y. Just without any continent-sized breasts.

Almost certainly one of the levels Joanna travels to using DataDyne's time travel set-up.

It's their biggest, most important game yet. It's the follow-up to *GoldenEye*. Ladies and Gentlemen, it's Rare's *Perfect Dark*...



CUT ABOVE
As in *GoldenEye*, each new level of *Perfect Dark* is preceded and finished off with a cut scene; this time, though, of the ever-lovely Joanna Dark in action. Obviously. Plainly, her wardrobe varies from section to section too meaning, as despicable baddies get 'it' in vital parts of their anatomy, our secret agent is dressed for every occasion. Tasty.





Perfect Dark	
RARE	
Summer '99	1-4
US release Summer '99	

Fact: most of the members of *GoldenEye*'s development team had never worked on a game before they started on what would become one of the greatest games in the world. Ever.

Admittedly, James Bond's finest moment since The Spy Who Loved Me took three years – *1095 days!* – and a significant shovel out of Nintendo's cash bucket (which it promptly made back in microseconds after its release in America, mind you) but, even so... to get as close to perfection as Rare got with *GoldenEye* was an incredible achievement. Which leads us nicely onto the goodness that is *Perfect Dark*. And what wholesome, nutritional goodness it is too.

After MGM foolishly granted PlayStation developer Black Ops the Tomorrow Never Dies licence (which they're currently turning into an embarrassingly average *Shadows of the Empire*-style mix-and-match 'thing'), Rare set to work on creating their own, entirely original universe. Setting it in the future – and drawing on a number of obvious filmic influences along the way – they did, however, decide to opt for a similar secret agent route.

Joanna Dark – codename: Perfect Dark – is the new beneficiary of a glinting pair of PP7s (or, at least, the equivalent in 2023) and a Kensington High Street wardrobe of outfits. And, whilst she might not have quite the same fervent appetite for Vodka-Martinis and glamourous women (we'd imagine), she *is* nonetheless a dab hand at 'putting down' an opponent with a single, solitary plug to the head while padding about top secret locations undetected.

Which leaves *Perfect Dark* as the ideal successor to *GoldenEye*. It's broader, bulkier, bolder and brainier but it retains the best bits from its predecessor: stealth, violence and brains. Quietly now...

THE STORY SO FAR...

It's Blade Runner, it's The Terminator, it's The X-Files. It's perfectly dark...

2023. The Carrington Institute – a mysterious international network of spies – assigns their premier agent, Joanna 'Perfect' Dark, to investigate the activities of DataDyne, a billion dollar, multi-national conglomerate reportedly involved in shady goings-on.

Intelligence suggests that DataDyne is housing illegal alien lifeforms which have been collected and stored using time travel device. How DataDyne got their hands on such equipment and what they are planning to do with the extra-terrestrials is what Joanna has to find out...





DARK LIFE

Introducing *Perfect Dark*...







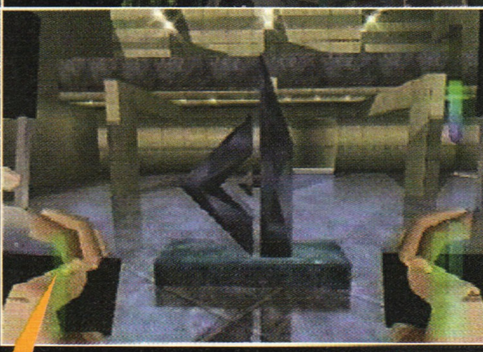
THE HOOD, THE BAD AND THE UGLY
Perfect Dark is chock-full of new enemies. The futuristic setting – and alien-heavy storyline – has really allowed Rare to go to town on Joanna Dark's victims. Below are just two examples: a white-clothed henchman (of the sort Bond whacked many a bullet into in *GoldenEye*) and, even better, a foot soldier not unlike Star Wars' Tie-Fighter pilots. Also currently running in versions of the game are brilliant Roswell-style aliens. With very big AK47s.

WELCOME TO DATADYNE

They're large, they're rich and they're very, very dangerous. DataDyne is calling...

DataDyne: FOYER






1 These are your ammo bars. Each bar will vary depending on how much ammo your weapon can hold. When they get low, simply walk over the ammo you'll find scattered around – just like GoldenEye.

2 This is your life bar. Whilst Joanna, like Bond, can take a fair bit of pummelling, things turn fairly desperate if you're relentlessly bulleted. Body armour, then, is the key.

3 Plenty to think about in Perfect Dark. As well as considering stealth, you have to constantly ponder progression and escape. Hence the skylight. Climb up and break out.

DataDyne: ROOF

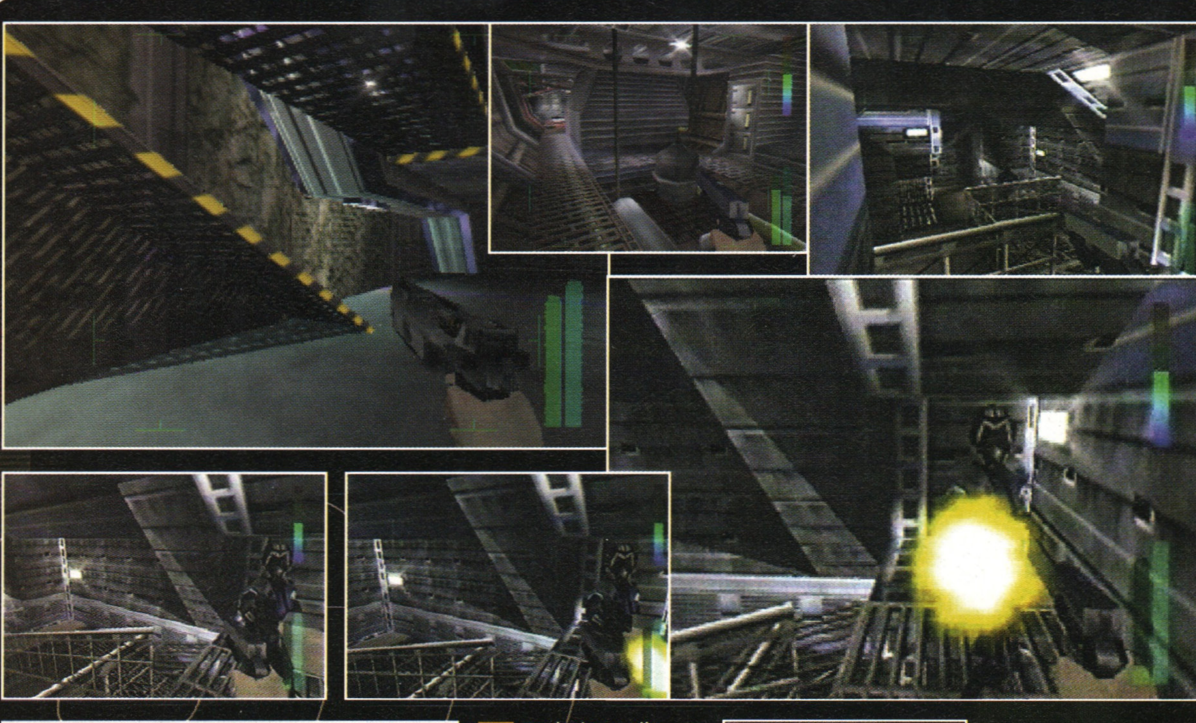


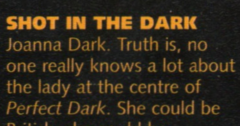


1 And this is where you end up. On the outside of the DataDyne building. One of the game's many cut scenes is the bridge between your journey from the foyer to the rooftop.

2 As in GoldenEye, you can wander up to enemies and dispatch them with a lily-legged bullet to the back of the head. This guy's going to be a lucky recipient.

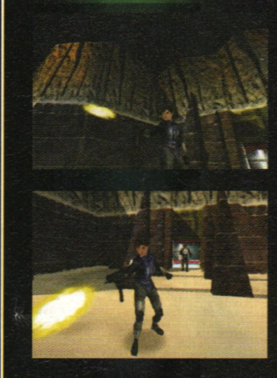
DataDyne: INTERIOR

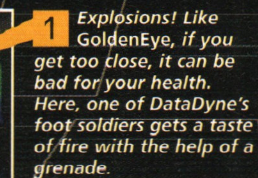


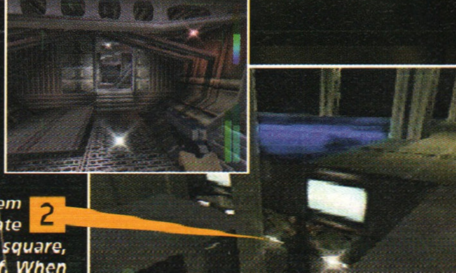


SHOT IN THE DARK

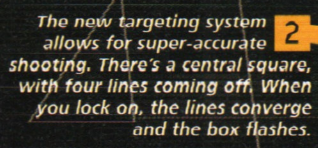
Joanna Dark. Truth is, no one really knows a lot about the lady at the centre of *Perfect Dark*. She could be British, she could be American, she could be Dutch-Romanian. Her age is a mystery, her background is clouded up with *Turok*-style misting... the only thing we *can* be sure of is the fact that she won't be wandering around DataDyne in a crop top, a pair of buttock-endangering shorts and an impossibly h-u-g-e chest. Or, at least, we hope not...



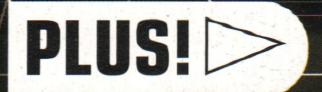




1 *Explosions! Like GoldenEye, if you get too close, it can be bad for your health. Here, one of DataDyne's foot soldiers gets a taste of fire with the help of a grenade.*



2 *The new targeting system allows for super-accurate shooting. There's a central square, with four lines coming off. When you lock on, the lines converge and the box flashes.*

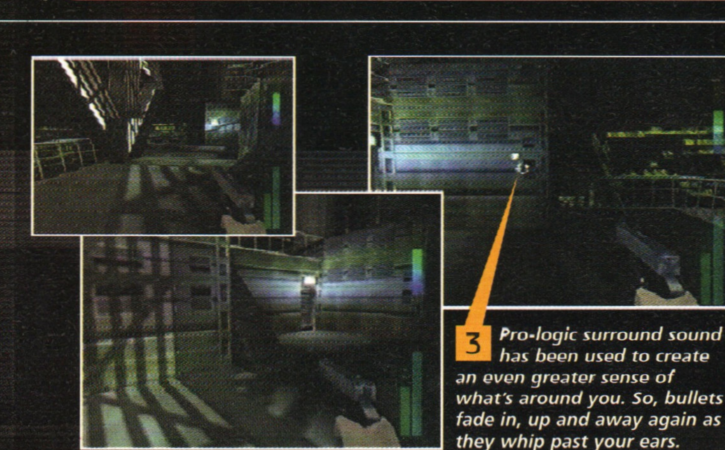




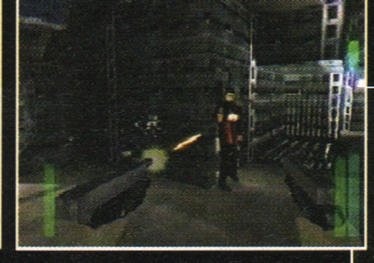




3 *See the view through the window? The DataDyne complex is completely realistic: it has stairs, elevators, windows. Likewise, all buildings in the game could physically exist.*



3 *Pro-logic surround sound has been used to create an even greater sense of what's around you. So, bullets fade in, up and away again as they whip past your ears.*





4 *Currently, death animations – and, indeed, all animations – are those found in GoldenEye. However, Rare are already recording new, excruciatingly painful death scenes.*

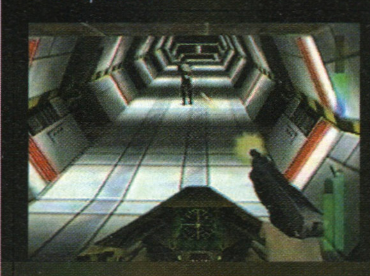
GO! GO!

OTHER WORLDS

As well as DataDyne, there's a whole host of brilliant new environments.

The Labs

Experimentation labs. Your job? To by-pass security and retrieve an alien specimen.



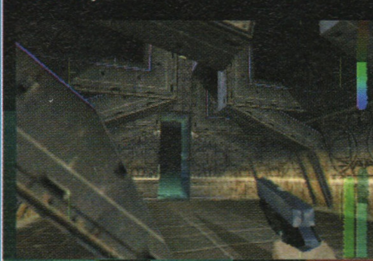
Bunker

A huge industrial complex, built into the ground, and housing DataDyne's darkest secrets.



Neo-Egyptian

A weird, futuristic Egyptian pyramid. A bit like the film Stargate. But better. Naturally.



Japan

Blade Runner, anyone? Sushi bars, flickering neon, jets of steam and acid rain. Moody!

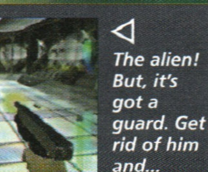


ALIENS!

kidnapping...

In one of *Perfect Dark*'s most exciting sections, Joanna is given the task of infiltrating a top secret DataDyne research base in order to kidnap an alien specimen...



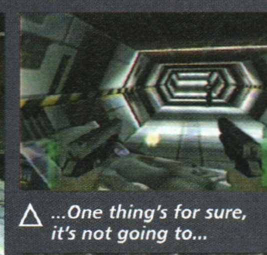


The alien! But, it's got a guard. Get rid of him and...

Quietly now. Enter the labs, guns loaded...



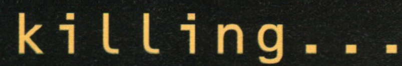
...Start pushing the alien out of the labs. Where he has to go is still top secret info at Rare HQ.



...One thing's for sure, it's not going to...



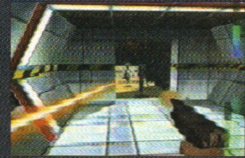
...Be very easy. You can, however, use the alien carrier as a shield against gunfire.



killing...

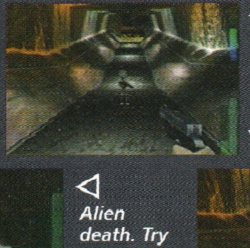
Trouble is, you've now set off the base alarm and the soldiers know you're escaping. But! They're not your run-of-the-mill thugs. They're gun-toting Roswell aliens!



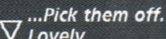








Mind you, they're armed. With AK47s. Quickly...



...Pick them off. Lovely.



Alien death. Try stepping on him as well. Nice.



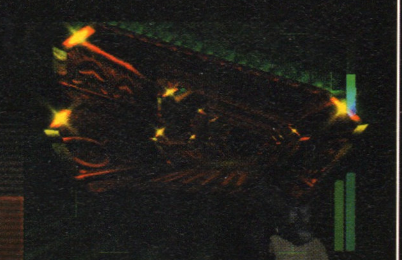
Things we know...

There's not a lot to go on but, for the record, this is what we know so far...

- The game features a lighting system called 'acoustic shadowing' which produces an amazing sense of depth. If you've seen *Unreal* on the PC, you'll get an idea of how effective this can be.
- The textures are ten times as detailed as *GoldenEye*'s. Rare have definitely been more ambitious with *Perfect Dark* and, with the addition of the 4Mb Expansion Pak, it should be incredible.
- A Pro-Logic soundtrack means, if you've a home cinema system, you'll be able to play *Perfect Dark* in surround sound. You'll hear distant doors opening and closing and echoing footsteps.
- You can now pick things up and drag them around, as well as use heavy, cumbersome objects – like, for example, the alien on the trolley – as a shield. (See: Aliens! Kidnapping...)
- Explosive charges can now be used to blow holes in walls, allowing players to move from one room to the next without having to actually find a door. (See: DataDyne: Foyer).
- There is currently only one 'vehicle' section – incorporating the Hoverbike (see: Extras!). Early opinion has it that this isn't entirely convincing. **N64**, to some extent, tends to agree.

Shipwreck I

Part of an Aliens-esque crashed shipwreck, embedded at the bottom of the ocean...



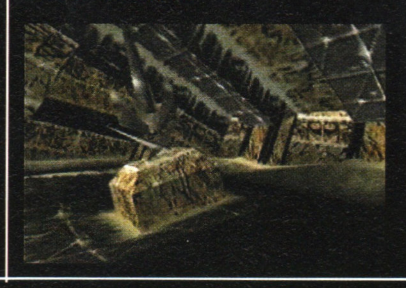
Shipwreck II

...There are two titles confirmed for these scare-heavy sections: 'Deep Sea' and 'Marine'.



Civilisation

After travelling back in time, Joanna lands here: the beginnings of an ancient civilisation.

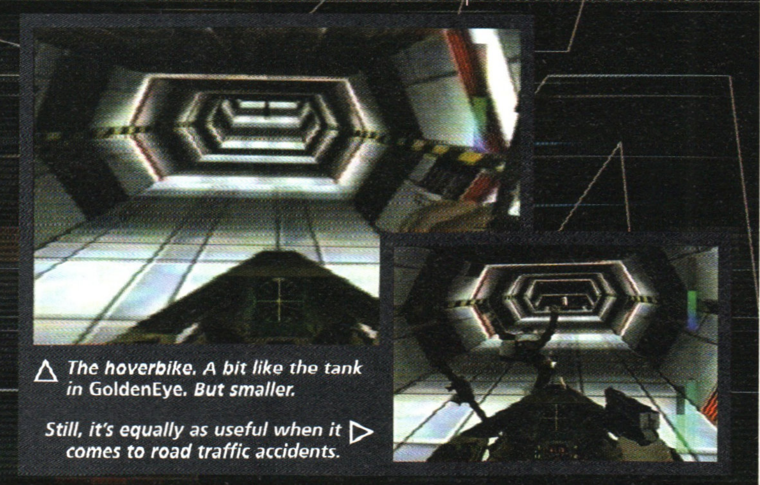


EXTRAS!

We don't know much about *Perfect Dark*'s inventory of extras, but we have seen...

The Hoverbike

This crops up on two occasions: once when you're trying to escape from the labs and a second time in what looks like some sort of futuristic car park. Like the tank in *GoldenEye*, you can use the hoverbike to run people over, but you can also riddle opponents with bullets as you whip along the corridors. The tank sections were weak. Let's hope these are a bit sturdier...



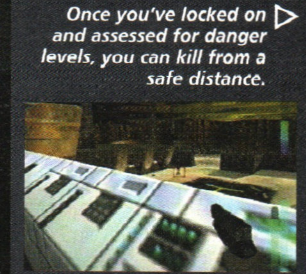
The hoverbike. A bit like the tank in GoldenEye. But smaller.

Still, it's equally as useful when it comes to road traffic accidents.

The Scanner

This ingenious new invention works in a similar fashion to the new targeting system. With four lines branching off from a central box, the scanner locks onto an opponent and then 'risk assesses' them. Once it's scanned them, it tells you what sort of risk they pose to you. If they're dangerous, you tread more carefully. If not, you can just pick them off. Like here.

Once you've locked on and assessed for danger levels, you can kill from a safe distance.





PERFECT CHOICE

It's still a whole ten months away, so what would *you* want to see Rare incorporate into *Perfect Dark*? Anything at all. Just think. Here's our suggestions to get you going...

James says...

"I want to see better clipping so that, if an enemy falls back in between a pair of open doors and they close on his head, the doors can't close properly. I also want to see deathmatch arenas that are specially created for multiplayer games. And, when enemies are injured, they shouldn't just recover after a few seconds. They should hobble about in loads of pain."

Wil says...

"Non-linear missions are a must. In *Perfect Dark*, I want to wander about the levels and, not only complete objectives in whatever order I want, but also *do* whatever I want. A lot of *GoldenEye*'s levels were too rigid: find Valentin, wait for Janus at the statue. This time I want things to be more random so that gameplay feels different every time I play. Mmm."

Tim says...

"More spy-like activities. I don't want the game to get me into top secret research labs with the minimum of fuss. I want to have to crack complicated codes, and puzzle through the answers myself. I want a game that uses the old noggin. Oh, and a strong storyline that actually has an effect on the game. It shouldn't *just* be an excuse for masses of killing. Nope."

Martin says...

"There's got to be lashings of blood. When you plug a bullet into the back of someone's head, there's got to be some crimson fireworks somewhere. Weapons-wise, pleeeeease no Klobbs. Instead, I want a homing missile. When you fire it, the game flips into first-person missile view and you can watch as the missile chases off after enemies. You could improve enemy intelligence as well, so that they'd see the missile and try to run off."

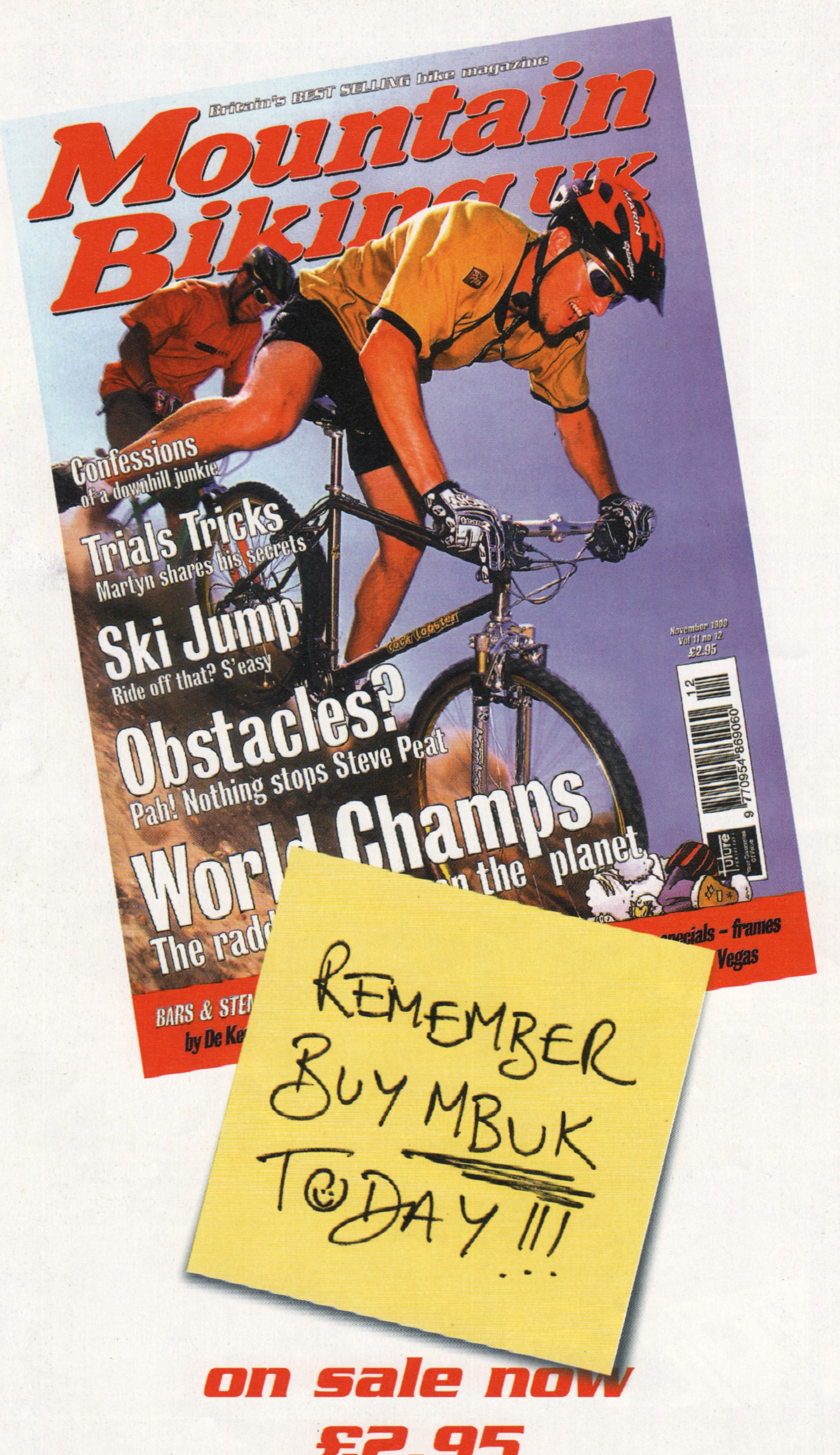
Andrea says...

"How about if, once you shot an enemy, they started to crawl away, frightened that you might finish them off. Or, if you run out of ammo, you get arrested and taken in for questioning, where you get a choice of answers. The right one could save your life. Oh, and a heroine that doesn't have massive breasts and skimpy clothes. Joanna should have a nice warm jersey."

You say...

So, that's just some of our ideas. Now it's your chance. Send us details of FIVE things you desperately want to see included in *Perfect Dark* and, over the course of the next few months, we'll print the best, as well as sending them off to the *Perfect Dark* team at Rare! Who knows, if they're good enough, some of your suggestions could make it into the finished game!

Scribble your ideas down and stealthily send them to:
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Or, alternatively, e-mail us at N64@futurenet.co.uk



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N64 MAGAZINE ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above — *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% - 70% — *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

69% - 50% — *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

49% - 20% — *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

19% - 0% — *The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*



IMPORT ARENA

The games they're playing in America and Japan.

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

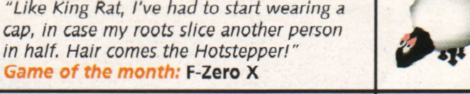
Silicon Valley is a breath of the freshest, most CFC-free air we've sniffed this year. And each of its animals perfectly reflects the mood of the team...



James 'Learner' Ashton
"My driving test is coming. Hence my ugly face looking 'strained'. Still, this month I've progressed to being 'dangerously inept'."
Game of the month: V-Rally 99

Paul Jarrold
"This month, I just haven't been able to stop laughing, like the Hyena. Especially when James said he'd pass his test. Plum."
Game of the month: GASP!!

Wil Overton™
"Like King Rat, I've had to start wearing a cap, in case my roots slice another person in half. Hair comes the Hotstepper!"
Game of the month: F-Zero X



Andrea Ball
"See how white that sheep is? Well, the truth is, I wish I was like that. Instead of this greasy, paella-skinned mess I am."
Game of the month: WCW vs NWO

Tim Weaver
"None of the animals swear. Which is good. Because swearing's not clever. Unless it's directed at Wil and/or James."
Game of the month: Body Harvest





Jes Bickham
"Hallo! Velcome back to Oncle Jes, no? Ja, I need zee rockeet pack to travel zee vorld. My breath steenks of feefty cows."
Game of the month: Rakuga Kids

Martin Kitts
"I am utterly psychotic."
Game of the month: Silicon Valley



James Price
"Yes, I look glum. That's because no one wants to listen to me. No one thinks I'm interesting. No one-" (Sound of Uzi fire.)
Game of the month: NHL 99

Justin Webb
"To escape the team's 'unusual' initiation routines, I've had to get some skis. Not that useful for the office, mind."
Game of the month: NFL Blitz





Mark Green
"Not so new now, am I? But, I've got this handy hard hat in case James and Tim decide to throw stones at me again."
Game of the month: NASCAR '99

PREVIOUSLY IN N64 We had a *V-Rally 99* Special Investigation in the last issue.



▽ Facing the wrong way, and if you're expecting that CPU car to avoid you, you'll be mistaken.

△ The flamingos appear strangely sanguine about your life-threatening crash.

△ Park up and go to the beach.

▷ If the roads were all as wide as this, we'd have screamed far less.

△ The in-car view is definitely the one for purists.

V-RAL



New Zealand. But no volcanos. Loads of sheep, though.

Driving on snow is all about using the engine and your steering to brake.

V-Rally 99			
INFOGRAMES			
28th November	96M		1/2
	~~Controller Pak~~ XX PAGES	Cartridge back-up	Rumble Pak
£40			

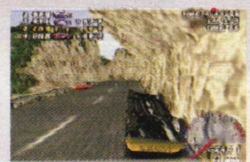
you want total car domination? Well, you've *kind* of got it here. There's no denying that it's easier to write off a *V-Rally* car than any other vehicle in any other racing game. Flip to first-person view to enjoy end-over-end flips, cartwheels, spins and rolls in all their stomach-churning glory – get up enough speed, make the slightest of mistakes and they're all easily within your reach. Luckily, though, your car remains unaffected by such auto violence, and once back on track, you can drive away unscratched.

In this respect, one improvement that *V-Rally 99* shows over its PlayStation incarnation, is the length of time you spend crashing. After a couple of rolls, the game picks you up and puts you back on the track – in the original version you could roll and spin for what seemed like minutes, allowing your competitors an age to get away.









LY 99

WARNING! This game can seriously damage your sanity.

Have you ever driven down a country lane just a couple of miles-an-hour faster than is strictly advisable? Have you ever rounded a corner on the same road and had just enough time to avoid a nasty bit of sticking out road verge? Have you ever considered what carnage would have ensued if your back or front wheels had hit it? Okay, so I admit it, I'm a nervous driver.

But the temptation to drive just a tiny bit too fast in your car is universal, and *V-Rally* is a very good indication of what would happen if you took things just that little bit too far. Without the lengthy hospital stay, obviously. Okay, some of its tracks – the Kenyan ones, for instance – you're never likely to come across in real life, but many of the others are just like the last great country road you drove down. And if you get things slightly wrong in *V-Rally* it will take great delight in showing you just why fully comprehensive motoring insurance and private health cover is such a good idea. Enter a corner too fast or catch a wheel on an innocent-looking hillock at the side of the road, and your car is flicked up into the air and into the first of a set of extremely impressive somersaults.

Likewise, clip the back of your car on something – an Andalusian brick wall, say – and you'll find yourself rotating through successive 360° spins faster than a fairground waltzer receiving the special attention of whichever denim-clad inbred is supposedly 'in charge' of it. Even jumps – the mainstay of console racing games since time began – can mess you up big style. Hit one, wobble, hit another, slip sideways, hit the last and fling your car sideways, roll it and finish upside down in a hedge.

V-Rally is to rallying what *F1 World Grand Prix* was to Formula 1: a very grown-up and very difficult simulation. It's got the potential to be the best racing game on the N64 but does it go all the way? Drive on, drive on…

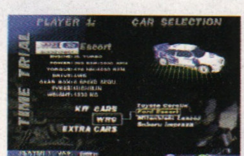
GO! GO!



DRIVERS MASTERCLASS
There are two sets of cars in the game (turn back to issue 21 for a full listing) – the four-wheel drive, 2 litre, turbo charged monsters, and the slightly less specialist two-wheel drive 16 valvers. The difference between the cars within a class is negligible to be honest (it all comes down to which colour you fancy), but the difference between the four-wheel and two-wheel classes is huge, requiring a whole different driving style.

Initially, you might think that the four-wheel drive cars would be easier to handle – the effect of too many Audi ads perhaps. The truth of the matter, though, is that the turbo cars have just got far too much power for their own good – just keeping the damn things on the road is a medal-worthy achievement. Our unreserved recommendation – for starters at least – is to stick with the two-wheelers.





What's in the box?

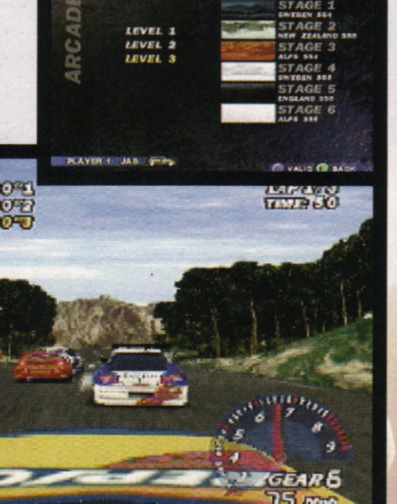
One of the very best things about *V-Rally* as far as N64 owners are concerned, is the simple fact that there's loads to do in the game. After the short-lived pleasures of *Multi-Racing Championship*, and the rather repetitive replay-a-thon of *Top Gear Rally*, you can rest assured: you won't be cruising through this in an afternoon.

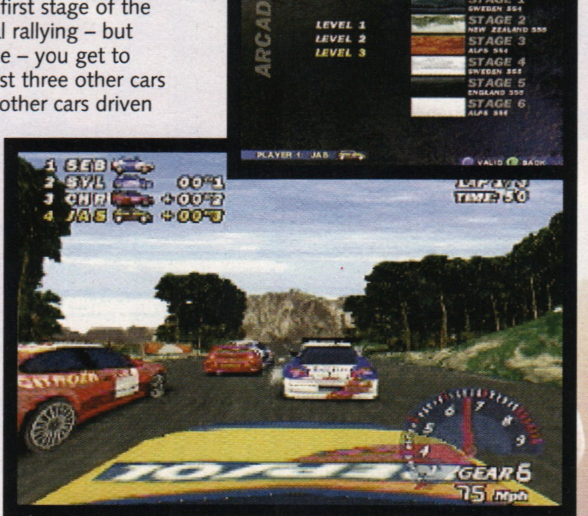
So what exactly are the options in *V-Rally*? HERE, here they are:

arcade mode

Turning the game on and hammering on the A button sees you seated in a Ford Escort ready to start the first stage of the Arcade mode. Unlike real rallying – but more like an arcade game – you get to race head-to-head against three other cars or, more precisely, three other cars driven by caffeine-fuelled sales-reps with degrees in professional road rage, chasing after million-pound contracts. They're quite aggressive, yes.

Beating the first Arcade mode (four stages) opens up the second, and beating the second opens up the third. Each successive stage has more courses and, in turn, each course is trickier or has more testing weather conditions.





△ Fourth on the grid, but that's not a problem.



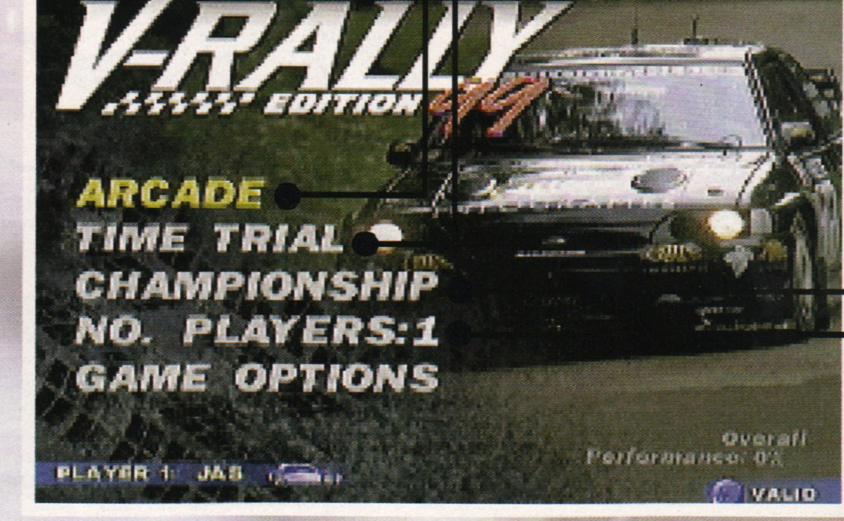
△ You'll need plenty of practice to see much of this screen.

◁ The Arcade time is the combined race times for all four races.

time trial

A little superfluous this mode, really, considering that the majority of the game is basically a race against the clock. The biggest use for the Time Trial mode is to practice the tracks that regularly cause you problems in the Championship. The addition of the ghost car helps matters a bit, but the key to *V-Rally* is less about perfecting your racing line, and more about getting round without crashing.





▽ The intermediate behind-the-car view is – in all honesty – the easiest to get to grips with.



△ There's a jump just around this corner. You have to break for it or you end up in a hedge.

championship

The main event. Set in eight countries, over 24 stages, the Championship accurate mimics the FIA World Rally Championship as driven by Colin McCrae and Tommi Makinen. As if 24 tracks weren't enough, the game takes the cunning step of mixing them up with a variety of weather and daylight conditions, as well as turning some from a normal three lap affair, into one lap straight sprints. The most important thing about the Championship mode, though is that – just like the rallies it simulates – the whole thing is a race against the clock and the times that your three other competitors have managed to chalk up.

To make things a bit more immediate, your race time is compared to that of your rivals and updated at each of the many checkpoints along each circuit. You can see in the top left of the screen how many seconds separate you from everyone else, and this also allows you to judge which bits of the track you're slow on compared to everyone else.

Touch the side of the track and your car will flip 180°.

Winner! And by a good 11 seconds as well.

The English stages are by no means easy. They're fast, but the width of the road does for you.

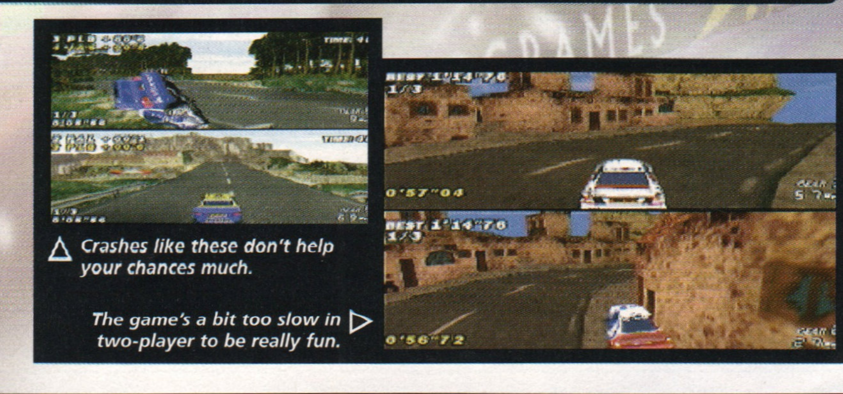
Phone your mother half way around this course. Or not.

Three seconds down already. Put your foot down.

Playing through eight rounds of the Championship is a big undertaking.

two player

Available in vertical or horizontal split screen (we'd go for the horizontal any day of the week), the two-player mode is a straight head-to-head arcade style, with two other computer cars thrown in to mix things up a bit. A slew of options allow you to race over a variety of distances including an unlimited setting. Gulp! However, as nice as the two-player game is, it doesn't feel quite as 'right' in the driving stakes as the one-player, and we'd warrant you'll end up doing the majority of your competitive racing in the Time Trial, Arcade and Championship modes.



Crashes like these don't help your chances much.

The game's a bit too slow in two-player to be really fun.

BANGIN' TUNES

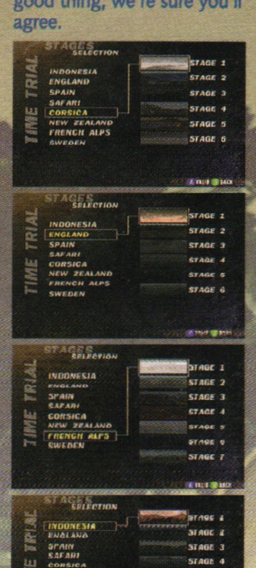
Continuing the theme of all things simulation, *V-Rally* allows you to tailor your car for the stage you're about to race. The options on offer include the amount of oversteer (car turns in quickly, back end comes out) and understeer (car turns in slowly, pushed forward by back end), where we opt for the middle or mild oversteer settings. Suspension can be adjusted as well from hard (for faster, smoother stages) to soft (bumpier, slower courses). However, adjusting this option also affects the car's steering so things quickly get complicated.

The final important option is the gear ratio setting. Set this to 'short' and you'll improve your car's acceleration at the price of top speed – useful on harder courses. Whack it up to high, though, and while your 0-60 times will suffer, your straight line top speed will rocket.

GO! GO!

HOW MANY TRACKS?
So just how many tracks are there in *V-Rally*. On the face of it – counting up all the special stages in all eight countries – there appear to be a whopping 52. However, it soon becomes clear that most courses are used more than once, with different weather or light conditions thrown in to mix things up a bit. The actual number of separate tracks is – we think – 24, which is still, by far, the most tracks ever to appear in an N64 racer.

It's not only the sheer number of tracks that impresses, though, it's the length of some of the ones on offer. There are no 35 second lap Moo Moo Farms here, oh no – most are well over a minute and half of white knuckle racing. A good thing, we're sure you'll agree.





Not just a pretty race

V-Rally is a nice looking game at the worst of times, but some of the tracks and some of the in-game weather turn it into the sweetest of eye-candy. Slurp on these:

NIGHT DRIVING

Location: SPAIN	
Stage: SPECIAL STAGE 1	Weather: CLEAR
Time: NIGHT	Road Surface: ASPHALT
Road Width: WIDE	Length: 1.7 MILES

Your car's headlights are the only thing you've got to go on here. The game lights the scenery up according to where your car is pointing which is pretty impressive really. Cut to one of the two interior views for the best view of this stage.



△ From the 'off' you drive into a deserted village, with no street lights. The road's quite wide but watch for the kerb – it can flip you over.

△ The lighting effects are pretty swish. However...

△ ...The headlights could be a lot stronger.



WINTER WONDERLAND

Location: SWEDEN	
Stage: SPECIAL STAGE 1	Weather: SUNNY
Time: MIDDAY	Road Surface: SNOW
Road Width: WIDE	Length: 1.7 MILES

Take it for granted that your grip's gone completely out of the window here. Even pressing hard on the brakes often produces nothing more than a high-speed sideways drift into a fence. Still it all looks lovely, and oh, is that some reindeer over there?





△ Race underneath a bridge you raced over only moments earlier. The crazy world of rallying, eh?

△ Very Christmassy. Later on in the game it snows too!

◁ Huuuuge Spectators! Scale problems here.

PLAY MISTY

Location: ALPS	
Stage: SPECIAL STAGE 5	Weather: FOGGY
Time: MIDDAY	Road Surface: ASPHALT
Road Width: WIDE	Length: 1.6 MILES

While the fog disguises the pop-up, you're now on co-pilot only as you strain your eyes to pick out the next corner as it rushes at you out of the mist. The roads might officially be 'wide' but we've seen wider and the occasional peasant village just gives you more to crash into.

You can go gently, gently and stay safe. Unfortunately that tactic's a shortcut to last place ignominy.





It's not looking promising. You've got to drive very fast and a real 'pea souper' has descended on the track.

SETTING SUN

Location: CORSICA	
Stage: SPECIAL STAGE 5	Weather: SUNNY
Time: SUNSET	Road Surface: ASPHALT
Road Width: NORMAL	Length: 2.0 MILES

Pretty sky. Bit brown but still pretty, yes.

Back on the island where Napoleon was born, left, came back and died, the sun sets majestically over the sea. And then enormous four-wheel drive cars shatter the tranquillity by racing around like lunatics.

"Don't look at the sunset, man, keep your eyes on the road!"

Right-seat driver*

Just like all top rally games, *V-Rally* benefits from a co-driver who shouts out the pace notes for the stage you're racing. This boils down to announcing which way the next bend goes and whether it's 'easy', 'medium' or 'sharp'. The information is also displayed using little icons at the top of the screen.

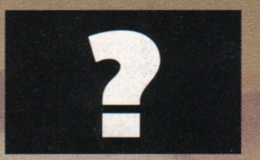
Of decorational value in most rally games we've ever played, the combination of *V-Rally*'s huge number of courses, together with its habit of disguising them in different light and weather conditions actually makes the co-pilot essential – you'll soon find yourself relying on his calls to get your braking and car position just right. There's just too much to remember on your own

It's a bit of a pain then that, in certain key areas, the game's pace notes are just plainly wrong. On one of the Spanish tracks, the shout is 'Jump!' – which you prepare for – only to find yourself haring straight into the fence on a medium right-hand corner. It's not an isolated mistake, either – one in two courses has a corner that the co-pilot mis-describes or doesn't tell you about.

* Rally cars are left-hand drive.

SECRET?
We've been getting complaints. Again. It seems some of you think we're giving away too many game secrets in our reviews. Sorry about that.

However, we wouldn't be doing our duty if we didn't tell you that rewards await anyone completing *V-Rally* and its monstrously hard Championship mode. They've got four wheels, they're famous and you can't buy them any more. There, that didn't give too much away did it?





Don't mess with this symbol. Corners like this can't be taken at more than 40mph.

The old 'you're facing the wrong way, you idiot' co-pilot signal. Whoops.

GO! GO!

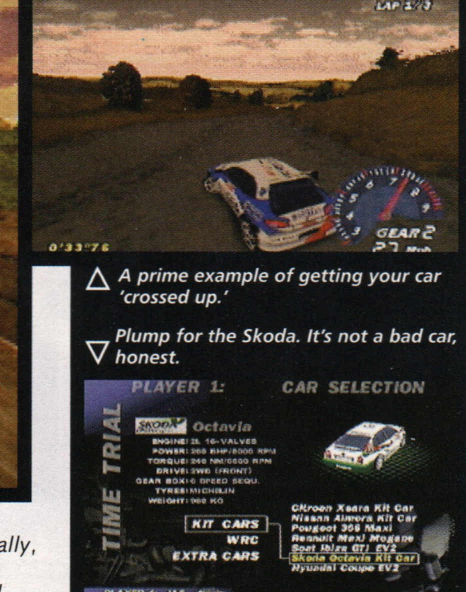
POP-UP BOO

First-time N64 programmers, Eden Studios have struggled to fit *V-Rally* onto an N64 cart, there's no doubt about that. While they've managed to get all the tracks in, improve the speed beyond its PlayStation incarnation and refine the car handling to something approaching perfection, there has been a trade off – pop-up.

Up until now, the serious contenders in the N64 racer stakes have been free from their tracks building up too noticeably in the distance. Unfortunately, *V-Rally* does suffer in this respect – especially on stages such as the Corsican rally, where the high-sided rock walls sometimes appear out of nowhere.

This late draw-in isn't severe enough to damage the game as a playing experience – it occurs far enough away on the horizon to put plenty of road between you and the ether. However, to watch, it doesn't look nearly as polished as *F-Zero X* or *F1 World GP*.





△ A prime example of getting your car 'crossed up.'

▽ Plump for the Skoda. It's not a bad car, honest.

I've just been told off by the entire N64 team. Except for Martin. Who was out for lunch at the time. The problem, you see, is that in spite of not quite passing my driving test yet (it's only a matter of time – it'll be sorted by next issue, oh yes), I let it slip that I wanted to buy a sports car. Nothing too flash of course – budget restrictions and all that – just a fairly old, classic two seater. In red.

All hell broke loose. It was as if the room had suddenly filled with bearded dads and mums in cardigans. "The insurance will cost a fortune!" "It won't start in the mornings you know." "You'll have an accident." "You won't be able to drive it properly." I practically had to crawl under the desk and wait till the storm of elderly abuse had died down. Sheesh!

The point is, I'm just too impatient to wait around any longer – I want my car fun and I want it now. In fact, it's exactly the same way I feel about cars on my N64. Which brings us neatly to *V-Rally*.

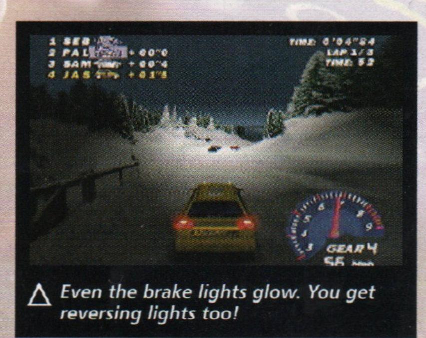
How long has the N64 waited for a top quality car game? Too long – even in Wil's book and he's not a driving fan (in fact, he's still playing *Wonder Project J2* on the quiet). And make no mistake about it, *V-Rally is* a top-quality driver. Combining all the handling subtlety of *Top Gear Rally*, the high speed of *F-Zero X* and the simulation accuracy of *F1 World Grand Prix*, this is the news: with *V-Rally* the four-wheeled fun drought is officially over. The only unfortunate cloud on the horizon is that the game is – whisper it – an updated port from the PlayStation. But that's only a problem if you're going to engage in 'whose is best' arguments. Which we'd rather not waste time on, to be honest.

LIFESPAN ***The best thing about V-Rally though is its size. It's an enormous game and a big feather in Infogrames' cap.***

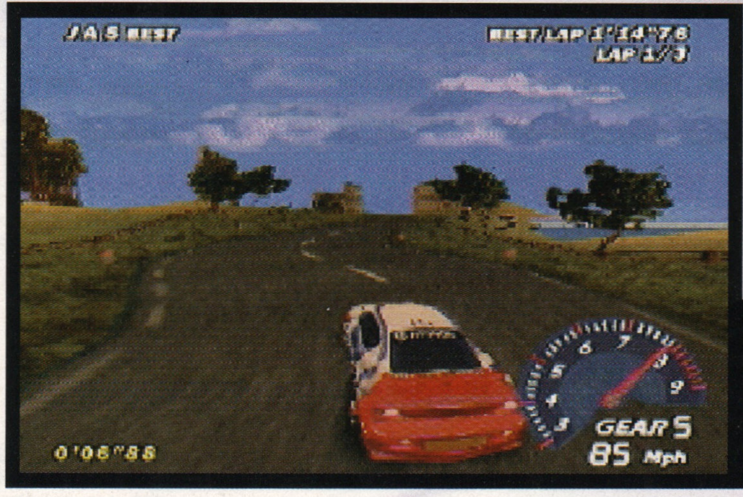
The best thing about *V-Rally* is its sheer size – it's an enormous game and a big feather in Infogrames' cap. They've managed to squeeze more into a 96M cart than we'd have thought possible from first time developers Eden Studios. Banished forever is the excuse N64 authors have offered up til now that carts just weren't big enough to do racing games with loads and loads of tracks. Load up *V-Rally* and yes, so there's a few seconds of decompression loading time before each race – but count the number of tracks! A standard has been set ladies and gentleman.

But it's not just the *number* of tracks that give the game such an enviable lifespan, it's the way the game's been constructed around them. On the one hand you've got an Arcade mode with three ludicrously hard drivers to compete against, on the other the racing purity of a proper rally – sprints against the clock and against times set by other drivers. More than all this, though, it's the way the whole lot is bolted together. Successive championships on different difficulty settings throw the same courses at you, but disguised in fog or darkened by nightfall. And if this sounds like a cop-out, be assured: playing *V-Rally* is a tricky-enough proposition when you can see where you're going. When you're reliant on your headlights, or the fog hides every single bend, it verges on the hair-tearingly impossible.

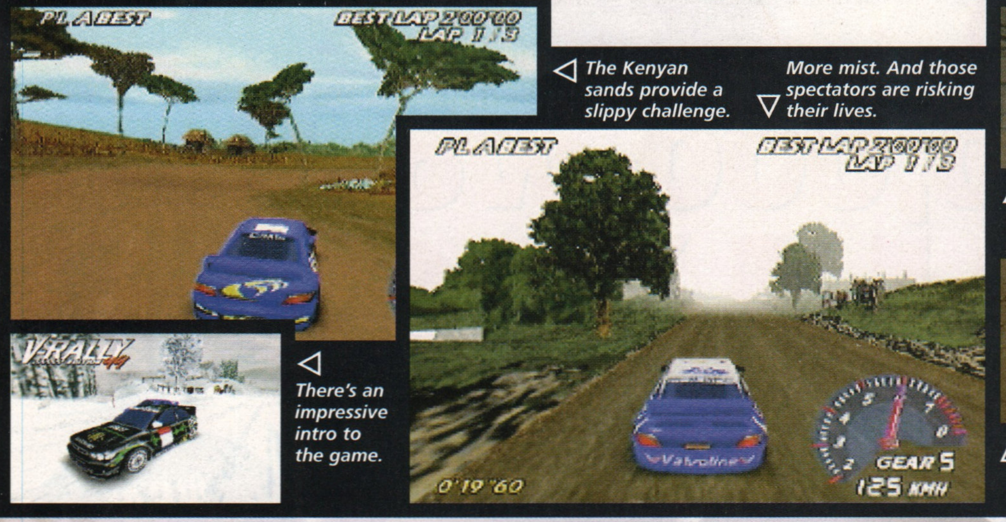
Because, just like *World Grand Prix*, *V-Rally* is not to be taken lightly. It's easy enough to turn up to each event, of



△ Even the brake lights glow. You get reversing lights too!



◁ 85mph is not a sensible speed to drive into a village.



The Kenyan sands provide a slippy challenge.

More mist. And those spectators are risking their lives.

There's an impressive intro to the game.



"Hello, my name is Otto and I am a big rally freak. Yes."

It purports to be an info screen, but it's 'Loading' really.

course, but the standard of the other drivers – be they on the track with you in the Arcade mode, or off screen busily setting their own times – is so high that basically you need to race three laps without any major mishaps. That might not sound like much to ask, but when it's as easy to lose it as it is in *V-Rally*, believe us, it makes for a sweaty-palmed three laps. Crashing or, more accurately, total and utter car destruction can of course be the simple matter of no-braining it into a corner far too fast – which we accept. However, *V-Rally* has other tricks up its sleeves.

Take for instance, the 'second car nudge'. You've just overtaken an Arcade competitor but before your back end is quite clear of his front wing, he nudges you. At first it seems insignificant, but as you try to compensate for the slight twitch

MASTERY ***You've just overtaken an arcade competitor but before your back end is quite clear of his front wing, he nudges you.***

with the analogue, you start a death spin and your car tumbles off down the track, barrel rolling its way to real life oblivion and – at least – a 10 second time penalty in game terms. Jumps too can be a bit of a nightmare, bouncing the car on its suspension and magnifying any slight deviation in the steering so that by the second or third jump in a series you just *know* it's all going to end in tears.

Of course the harsh punishment that *V-Rally* metes out to new players soon provokes a more gently, gently sensible approach to racing. We certainly can't

VISUALS ***When you're reliant on your headlights, or the fog hides every single bend, it verges on the hair-tearingly impossible.***

remember a non-Formula 1 racing game that's had us reaching for the brake quite as much as *V-Rally*. You can't help thinking, though, that the kind of person after a *Sega Rally*, *Daytona* or *Ridge Racer* is going to find these proceedings just a tiny bit too, well, *worthy* for them.

The game's two-player mode, like *Top Gear Rally's*, is definitely not part of the main event, either. The effect of having two players on screen at once, along with two computer cars proves just too much for an engine that already runs the game with sizeable borders at the top and bottom of the screen. The car handling goes to pot too, and while it's fun when the two of you are jostling on screen together, once a serious gap builds up, you just long for a *Mario Kart*-style power-up. No, for multiplayer competition, stick to the ghost cars and timings of the Time Trial option.

For all its faults, though (and believe us, there's plenty of scope for improvement for whichever software house wants to try their hand) if you're a driving game fan, it's hard not to like. *V-Rally*. Even as you finish in another disappointing third – it's that damn sticking out hillocky bit on the fifth corner, you know – you still want to come back and try again. It's a mercy that the Time Trial mode allows you to practice all of the stages in all of the conditions that the incredibly long Championship mode throws at you – it'd be almost impossibly difficult if it didn't.

One other welcome inclusion is the safe-as-houses, on-board back-up RAM which saves your progress if you need to stop a championship midway through. Every single one of us has, at some stage, lost vital game saves due to misbehaving memory paks, so it's good to see almost every new N64 game coming with on-board saves. And what with that damn percentage meter at the bottom of the screen still a few elusive percent from completion, losing your save at 88%, say, would just be too much to take.

Final opinion then. *V-Rally* is the best straight driving game on the N64. It's not as technically accomplished as *F1 World Grand Prix* (not by a long way), but it's a less fiddly, more immediate driver, and it'll appeal to more people because of that. It aces all the other car driving games out there, but then that was never going to be too much of a problem was it? If you're fed up with deferring your gratification any longer – just like me and my little red two-seater – place that order now.

JAMES ASHTON



7 VISUALS
No N64 fuzz and smooth high speeds trade off against slightly annoying pop-up.

8 SOUNDS
No complaints here at all. Lots of co-pilot speech too.

8 MASTERY
At last! You see all you developers, lots of tracks wasn't too much to ask for, now was it?

9 LIFESPAN
Hard, oh yes. Plenty to keep you coming back, even if the two-player mode isn't one of them.

VERDICT
Not as perfect as we'd normally demand, but the new leader in its field. And for that it deserves full recognition.



HOW TO... win £10,000-worth of V-RALLY CAR

It's true! Become Britain's *V-Rally* champion and win yourself £10,000-worth of brand new car!

There's never been a competition like it in N64 Magazine. If you can prove that you're Britain's best *V-Rally* player then you could drive yourself home in a brand new Peugeot 106 Quicksilver – the star of this month's cover.

Has to be a catch? Nope, not at all. You send in a video of your winning performance, we'll give you a call, and you (or a driver friend of yours) can come and collect your brand new – and very fast – 106. We'll even put some petrol in the tank for you.

You'll be up against the best gamesplayers that Britain's got to offer, admittedly – but you're up to the task, we know it. A couple of weeks practising V-Rally 99, a couple of days with a video recorder, a jiffy bag, and the only people to get themselves a new car for less effort are professional car thieves. And there's no risk of imprisonment this way around.

All you'll need is access to a copy of *V-Rally*, a blank video, a VCR and the determination of Colin McCrae. Good luck!



What you've got to do

Record the fastest time in the first of *V-Rally's* Arcade modes, video record your race in its entirety and send it to us. The fastest time wins. You can use any car, with any possible race setup (but no cheats) – watch the next issue of **N64** Magazine for news of how to get the most from your favourite car and the full entry form. It's out on the 26th November.

Competition timetable

26TH NOVEMBER:	28TH NOVEMBER:	28TH NOVEMBER ONWARDS:	28TH JANUARY:	15TH FEBRUARY:	25TH MARCH:
N64 Magazine issue 23 on sale with £5 off GAME voucher and official entry form for the competition. Also included – a V-Rally driver's masterclass with expert help on how to achieve the fastest times	*V-Rally 99 on sale. Buy it for £34.99 using your N64 Magazine voucher.*	*Practice like mad to achieve your best times in the Arcade mode. Video your best and send them to us.*	*N64 issue 25 publishes the best times we've received up until then.*	*Final closing date for all entries.*	*N64 issue 27 prints the final results of the competition, car keys handed over to Britain's V-Rally champion.*

THE RULES

- *No game cheats may be used. This includes the use of Action Replay cartridges, or any other device, or any other functions not normally available in the game. 'Extra Cars' are allowed.*
- *All entries must be video recorded over all four stages and arrive at the office by the 15th February 1999.*
- *The competition is only open to UK residents using PAL N64s and copies of V-Rally.*
- *No cash alternative to the Peugeot 106 Quicksilver is available.*
- *The Prizewinner is responsible for their own insurance of the car and must either have a valid driving licence or nominate a third party with a licence to take possession of the car. Possession of the car will only be signed to the prizewinner, or other third-party nominated by the prizewinner, by N64 Magazine when proof of driving licence and insurance is provided.*
- *The editor's decision on the validity of any entry is final.*
- *No employees of Future Publishing or Infogrames are eligible to enter.*

competition

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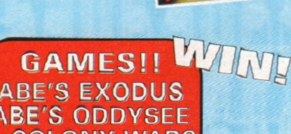


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PREVIOUSLY IN N64 We've been waiting for this for ages. Check out issues 18 and 20 in particular.



△ Waterfalls, lakes, grassy plains and freaky animals.

▽ It's a mosquito in amber. Nice find, Desert Fox.



△ Swing, monkey, swing. That's right, babe. Yeah.

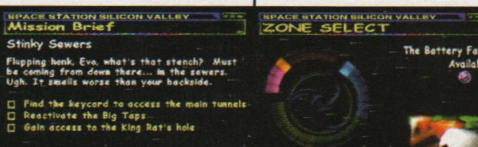
SPACESTATION SILICON

How it works

***Silicon Valley* in five easy steps. It's smarter than the average computer game.**

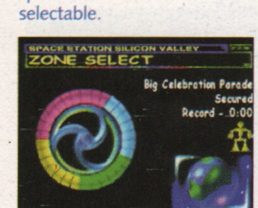
1	2	3	4	5
It's you, Evo. Your body is scattered around the spacestation so you start your game life as a disembodied microchip.	Find a dead animal and give it a good old fashioned 'possessing'. Each animal has two distinctive abilities which you get to use for fun and profit.	Use your animal's abilities to kill everything that moves. Switch between animals when you're close enough, and figure out which animal to get next.	Complete the mission objectives. You'll have to make use of most of the different animals to get around obstacles and solve puzzles.	Move on to the next level, collecting Evo's body parts at the end of each of the four worlds. Simple? Or not? Read on.



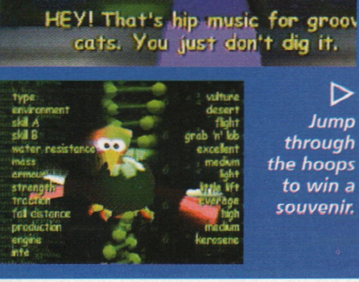


AROUND THE WORLDS

The game is divided into four different environments – European, Arctic, Jungle and Desert. Completing a level usually opens up a path to the next one in the series, although you'll be forced to skip the last level of each world unless you've collected all the bonus goodies from the previous ones. Once everything is done and the circle is all coloured in, the hub of the spacestation will be selectable.



The vulture might be ugly, but animals that fly are as rare as rare could be.

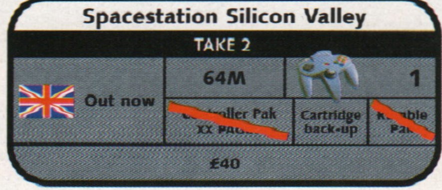


You tell him, Dan. Silicon Valley's music is most definitely a groovy thing.

Jump through the hoops to win a souvenir.





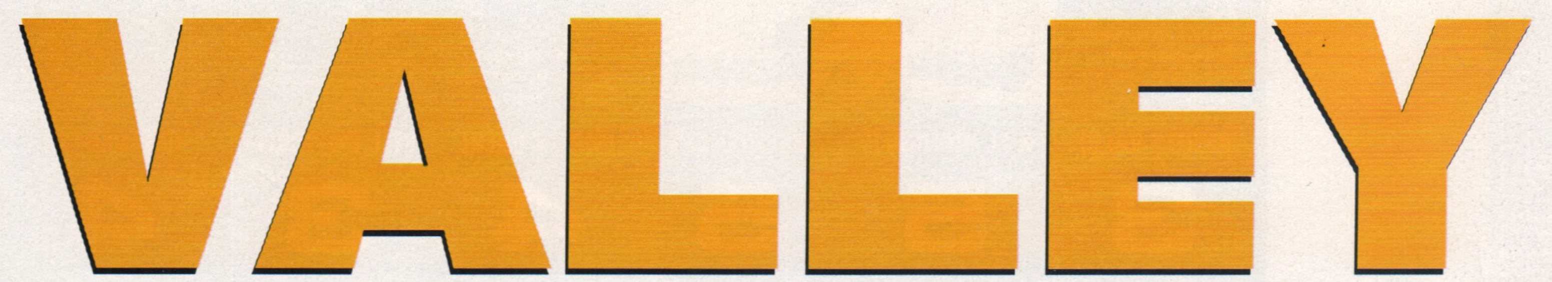


Spacestation Silicon Valley			
TAKE 2			
Out now	64M		1
	Controller Pak XX PAGES	Cartridge back-up	Rumble Pak
£40			

Well you have to admit, it's got all the ingredients of a classic game plot: Self-replicating robots, cast adrift on a spacestation for a thousand years, evolving into strange parodies of earth-bound life forms. A bungling space adventurer and his robotic chum. A crash-landing followed by an unfortunate mishap with an ejector seat, leaving said robotic chum a bodiless shadow of his former self. Could be a recipe for disaster, or the weirdest N64 game so far. Or both, even.

We've been looking forward to this since we first saw the game back in issue 1, and at long last *Spacestation Silicon Valley*, as it's now known, has arrived. We've been building up an impressive collection of animals and exploring every single secret area we could find. We've been humming the theme tune and tapping our feet in time to the funkiest lift music we've ever heard. Good stuff then, or just alright. If you like that sort of thing. Here's where you find out.





It's the dog's rocket launcher.

SNIFF SNIFF
Sometimes you'll notice an ability such as Sticky Mines on your animal's stats screen. Unleash one of these little beauts and you'll notice that it isn't a Sticky Mine at all – it's a Steaming Great Turd. And they explode. There's no mistaking it. Just thought you should know.





Animals of distinction

Silicon Valley is a big game hunter's paradise, filled with rare and beautiful animals. Here, presented for your delectation, are a few of the finest examples from our trophy room wall, together with some tips from the experts on how to bag a specimen of your very own.

PARROT

Abilities:
Dive Bomb & Flight
The parrot tends to hide in the most inaccessible areas of the jungle, and even if you do find one it'll fly high out of reach, dive bombing with its beak attack. In the absence of a twelve bore, the best way to kill it is with laughter.



Even the mighty parrot won't survive a lava bath.

RARITY VALUE	KILL DIFFICULTY	USEFULNESS
5	3	4

SUGGESTED TROPHY: *Feather boa*

GORILLA

Abilities:
Grab 'n' Lob & Jump-Thump
Nothing makes a more tasteful ashtray for the discerning big game hunter's coffee table than a nice stuffed gorilla hand. You'll find bagging one of these fat purple simians an absolute doddle, so keeping up with the Joneses won't be a problem.

Grooming time for the hairy purple ones. Ooo ooo ooo, Aaa aaa aaa, etc.

RARITY VALUE	KILL DIFFICULTY	USEFULNESS
4	2	4

SUGGESTED TROPHY: *Gorilla skull novelty beer mug*

DESERT FOX

Abilities:
Hot Shot & Jump
Foxy is no easy target. In fact we've had some of our hairiest hunting moments chasing these wily desert campaigners across the sand dunes. Staying out of range of their cannons isn't easy, so make your first shot count. And your second, just in case.





Foxy kills a camel, with extreme prejudice, and sits on it.

RARITY VALUE	KILL DIFFICULTY	USEFULNESS
3	5	5

SUGGESTED TROPHY: *Fur coat*

RACING TORTOISE

Abilities:
Shell Attack and Turbo
These bony blighters don't look too good on the trophy wall, but they're capable hunters in their own right. Quick and deadly, with the added bonus of being immune to all attacks when hiding beneath the shell. Handiness far outweighs ugliness in our book.

You're a nasty looking thing, Torty, but we love you.

RARITY VALUE	KILL DIFFICULTY	USEFULNESS
4	3	4

SUGGESTED TROPHY: *Soup*

KING RAT

Abilities:
Ratty Smell and Rat Army

If you can get close enough to one of these reeking greasy creatures to kill it, then you've either got a defective sense of smell, or you're a rat. In which case, you're a traitor to your own kind. And there's no way we're touching *that* to stuff it – it's been eating poo.



△ *King Rat gets hit by the fox. Let off a stink cloud!*

RARITY VALUE	KILL DIFFICULTY	USEFULNESS
3	3	4

SUGGESTED TROPHY: *Weil's disease*

RACING DOG

Abilities:
Rocket Launchers and Turbo

An essential component of every hunting trip is the faithful gun dog. Here though, the object of the game is to have your hairy friend's head on a spike, so stay behind his twin rocket launchers and hack him to death at close range. It's the kindest way.

Now what will Poochy find in the sewers today, then? ▷



RARITY VALUE	KILL DIFFICULTY	USEFULNESS
3	4	5

SUGGESTED TROPHY: *Lucky dog's paw*

SHEEP

Abilities:
Floaty Hop and Baa

You'll find this most comforting of animals is useless when it comes to self defence, relying on the good old ram to protect it. Which is unfortunate, as the fine set of horns on our trophy wall suggest that the Ramster isn't going to be of much assistance any more.



◁ *If that sheep isn't careful, Dan will melt it down into a souvenir for Evo.*

RARITY VALUE	KILL DIFFICULTY	USEFULNESS
2	1	4

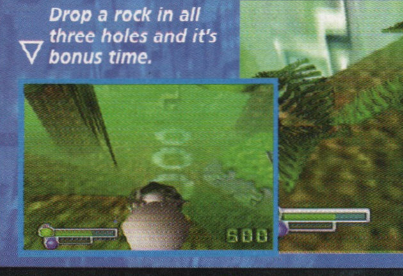
SUGGESTED TROPHY: *Woolly winter underpants*

ELEPHANT

Abilities:
Trumpety Noise and Water Spray

Highly sought after. Historically the elephant's traditional skills of spraying water and making a loud trumpeting noise haven't prevented its tusks from becoming an integral part of the pianos played by such fine musicians as Phil Collins. Parp!

▽ *Drop a rock in all three holes and it's bonus time.*



RARITY VALUE	KILL DIFFICULTY	USEFULNESS
4	2	3

SUGGESTED TROPHY: *Elephant's foot waste bin*

TURN IT DOWN

We love the music in *Silicon Valley*, and as soon as the game gets turned off, the office becomes filled with a chorus of tunelessly whistled versions of whatever the tune for the last level was. But if you don't want to dream about cheesy 70s lift music all night, you can destroy the speakers found dotted about the levels and shut the cosmic DJ up once and for all.

GO! GO! ▷

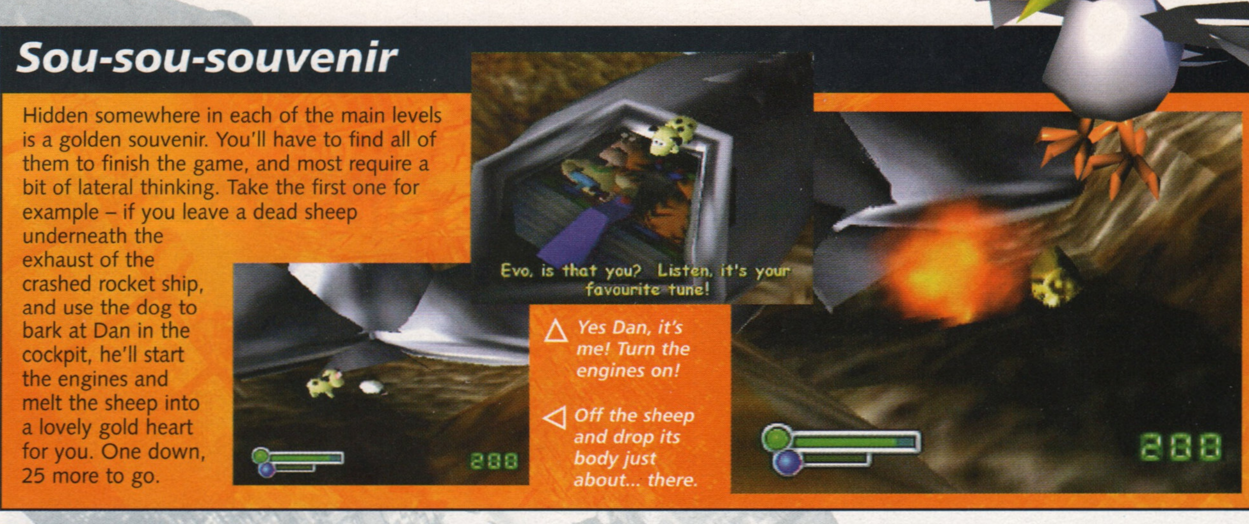
FREE TOUR
Short of finding a flying animal, the only way to see *Silicon Valley*'s levels in their entirety is to use a Free Tour camera. If you touch one of these little beauties you'll be treated to a sneak preview of all the hazards awaiting you, and the camera will linger over the more significant objects to give you a little clue. You can only use them once mind, so make sure you don't miss a thing.





Sou-sou-souvenir

Hidden somewhere in each of the main levels is a golden souvenir. You'll have to find all of them to finish the game, and most require a bit of lateral thinking. Take the first one for example – if you leave a dead sheep underneath the exhaust of the crashed rocket ship, and use the dog to bark at Dan in the cockpit, he'll start the engines and melt the sheep into a lovely gold heart for you. One down, 25 more to go.



△ *Yes Dan, it's me! Turn the engines on!*

◁ *Off the sheep and drop its body just about... there.*

Right from the superb intro movie – where a blossoming love affair between a dog and a sheep is rudely interrupted by Dan Danger's spacecraft crash landing on top of the unfortunate canine's head – it's obvious that *Spacestation Silicon Valley* is going to be, at the very least, unusual. Shortly afterwards, when you realise that your first task in the game will be to possess the deceased dog and savage its former belle to death, you'll be completely hooked.

The idea of having multiple characters with different abilities to solve different puzzles is common enough, but nothing has ever come close to matching the style and originality with which DMA have taken this simple idea and used it to created a totally unique game. There are 40-something animals in *Silicon Valley*, each of which has two handy abilities – one is usually a general function like jump, float, or turbo, and the other is something more animal-specific.

Certain dogs have rocket launchers which are excellent for destroying larger, more dangerous animals from a distance, gorillas have the ability to pick up objects and stack them to make a staircase, and springy sheep have a dangerous drill attack. Having different abilities for each animal means that all of them have their uses, be it for scouting the level and making sure everything is dead, or just for getting one hard-to-reach fuel ball. The control method doesn't vary too much though, except when you're in the water, and you'll rarely suffer the indignity of an early death because you can't remember what the buttons are for.

The sheer variety of gameplay in *Silicon Valley* is astonishing. Even if you forget the five bonus levels, which are totally unlike the rest of the game, the way the puzzles work in different ways for the animals means that you'll usually have to take control of a whole series of them to complete all the mission objectives. One of the jungle levels even takes you back to the frustratingly tricky old days of 2D platformers, with its rope-swinging, log-jumping sections. And since you have to kill the animals before you can possess them, you need to approach each potential conquest in a different way depending on what your current abilities are.

Silicon Valley's only major flaw is the camera system. It's fine for most of the game, as it lets you change the view and zoom in with a fair amount of precision, but the lack of a first-person look around ability, as featured in *Mario*, *Banjo*, *Glover*, and pretty much every other 3D platform game ever, can lead to an unnecessary amount of getting lost, even though the levels don't rely on size to present a challenge. Holding Z will zoom the camera in right behind your animal, which is useful

LIFESPAN ***Silicon Valley is a beautifully designed piece of software with a smooth learning curve and a lasting challenge.***



△ *When the sheep have still got their ram to protect them, they're much tougher to kill.*

△ *Chilling out like bestest mates. Except the gorilla's a corpse. Chuckle.*

The last moments of a vulture's life. Those scorpions mean business. ▷



△ *The time limit for hitting all these rings is as tight as a gnat's tight bits.*

▽ *That's penguin sampling the icy waters. He's a very good swimmer.*

Bonus games

If you complete a section in suitable style, you'll get the chance to win back a piece of Evo's body from the animals who found it after the crash landing. The bonus games are completely different from the rest of *Silicon Valley* – kangaroo boxing, walrus racing, dog flying, and a *Knife Edge*-style shoot-'em-up. There's even a top secret one right at the end if you manage to collect absolutely everything in the game, so it's well worth making sure you don't miss a single hidden item.

△ You've got to destroy this entire squadron to complete the first bonus game.



This bit is like a fairground shooting game, with live animals. ▷

The kangaroo's legs have gone. It's only a matter of time before he drops. ▽





△ It's the arena where the kangaroo boxing matches are held. Impressive stuff.

△ *Shooting the fish at the bottom of this pool racks up big points.*

▽ *Winning at Walrace calls for downright devious tactics.*







◁ *Final stages of an epic battle. The elephant was victorious.*

Dead end. You can't jump in there, it's hot. ▽

△ *Gorilla warps out. It took absolutely ages to get to this bit. All day, in fact.*



◁ *If you were a bear, you could join in the party and have a good old dance.*

FUEL WHAT A SCORCHER!

Every level contains 15 fuel balls. You don't have to get them all, but by the time you get to the final confrontation (which is guaranteed to take you by surprise), you'll be wishing you'd searched the levels more carefully. The more fuel balls you get, the more time you get to... when you... No, no. We won't spoil the ending for you. Suffice to say that Evo proves to be the best "animal" in the entire game.





8 VISUALS
Sharp and smooth, but sometimes a little dicky on the old camera front.

8 SOUNDS
The infectious music kills brain cells even quicker than Aqua's greatest hits.

8 MASTERY
Original and accomplished, and thankfully fog-free.

9 LIFESPAN
There's plenty to do and hundreds of ways of doing it. It'll certainly keep you occupied for a while.

VERDICT
Silicon Valley can be a frustrating little *@*! at times, but you'll soon forgive it. Lovely, and indeed, jubbly.

91%

but it's still just a fixed view, and it's disabled on certain levels or in certain situations. But at least it means the camera never gets stuck behind scenery or lets you lose your animal off the screen. It's a trade-off we can live with.

It's a nicely presented game though, despite the camera. The graphics are very sharp, with an almost unlimited depth of vision on the occasions when you do get an unrestricted view of the level, and the animation is packed with character. The way some of the funkier animals boogie in time with the cheesetastic music is a great touch, as is the unsteady gait they assume when they're on their last legs, and the way they deflate when they finally die is truly satisfying.

Silicon Valley is a beautifully designed piece of software, with a smooth learning curve and a lasting challenge. Sometimes it'll present you with a hair-tearingly difficult task to accomplish and you'll have to switch the console off, take a very deep breath, and count to ten before you can continue without feeling the need to throw the whole lot out of the window. The important thing, though, is that you'll keep on coming back to it until you've found every animal, explored every single nook and cranny, and beaten every bonus game. It's compulsive, addictive and most important of all, it'll have you grinning like a rabid chimp while you play. Excellent stuff.

MARTIN KITTS



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We've got all the latest Nintendo releases

WOOLWORTHS

PREVIOUSLY IN N64 We had a quick preview of this brilliant arcade gridiron fest last month.

FLIP ME OVER FOR THE FULL REVIEW



△ Crunch. Number 57 is in a bit of pain there.

One yard down, 29 more to go. ▷

△ Touchdown Bengals! And just at the right time too.

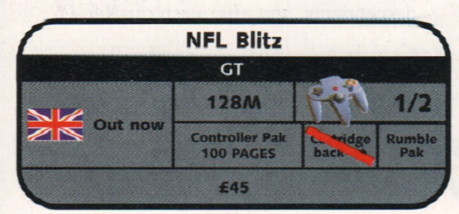
△ Eleven yards might as well be eleven feet in this game.

△ It's a long way to the goal line, but Atlanta can make it.

▽ Flattened him nicely there. Now call your team mates over and finish him off. It's the gentlemanly thing to do.

NFL BLITZ

Imagine if *NBA Hangtime* and *QuarterBack Club* got fused together in the teleporter out of The Fly... It's football Jim, but not as we know it.



NFL Blitz			
GT			
Out now	128M		1/2
	Controller Pak 100 PAGES	Cartridge back-up	Rumble Pak
£45			



Traditionally, American football sims have never been renowned for their appreciation of the lighter side of gaming. Games like the *Madden Football* series are excellent in their own right, but playing through a full season is a bigger commitment of time and effort than many casual fans are prepared to make. There's obviously a major gap in the market there, and spotting the opportunity like a veteran quarterback, Midway have brought one of their best arcade games home.

NFL Blitz is about as far removed from the likes of *QuarterBack Club* as it's possible to get. Huge liberties are taken with the rules of the sport, removing all the confusing technicalities and delays, and leaving a fast, rugged core resembling an American version of five-a-side football. The ball is never out of

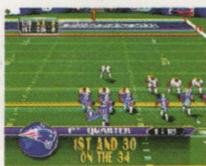
GO! GO! ▷

SHOW ME THE MONEY

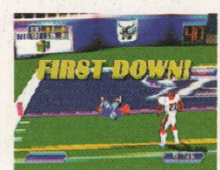
If you want to play a fair contest against the computer, *stop reading now*! If, on the other hand, you'd like to get your own back for all those dubious last minute comebacks, you could always try exploiting the infamous Money Play situation – the AI flaw present in every single American football game, which means that one particular move is guaranteed to work every time against the computer.

This time the weakness is against the quarterback sneak – pick Da Bomb, or any other play with three receivers on one side, and just roll your quarterback round to the unguarded side. Guaranteed cheesy yardage.









RULES ARE FOR WIMPS

Using a handful of cunning and sneaky rule changes, America's favourite sport has been magically transformed from a brutal free-for-all featuring psychopathic fat men wearing crash helmets and body armour, into something far, far more savage. We introduce you to... *NFL Blitz*.

The Law according to the NFL

- 10 yards for a first down.
- 11 players per side.
- Incredibly complex rules on fouls.
- Letting the clock run down is the best way to win.
- Touchdowns must be followed by a tedious kick for an extra point.
- Any unnecessary violence is a foul.
- Brain the size of a planet required to remember playbook.

The Law according to NFL Blitz

- 30 yards for a first down – more big plays means more big hits.
- Seven players per side – more space to attack.
- No fouls – violence is actively encouraged.
- No time wasting – punishable by *extreme* violence.
- Automatic point after touchdowns – why bother?
- Unsportsmanlike conduct – the only way to win.
- Tactics? Pah.

Rewriting the playbook



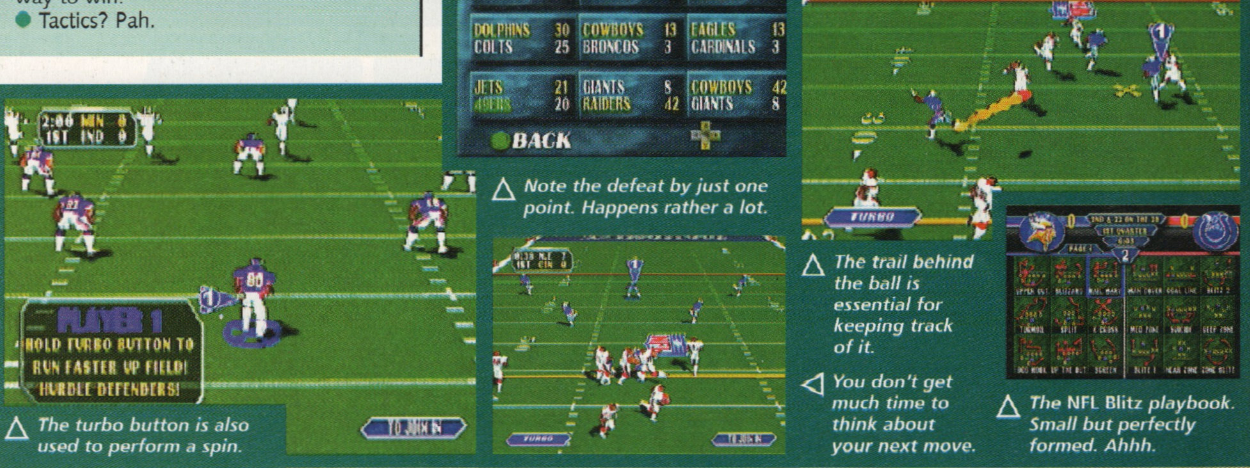
The 32 built-in plays are all fairly simplistic, and fall into three main categories: There are big passing plays with the receivers all on one side, bigger passing plays with two wide receivers, and tricky running plays. Fine to be getting on with, especially when you consider that you can flip the plays with the B button, and set one receiver as a blocker by pressing A and B together when you take the snap. However, you'll eventually have seen every possible combination which is where the Play Editor proves its worth. You can set the receivers to run any kind of freakish pattern you want, right down to what kind of move they perform at each part of the pitch – hurdle, spin, turbo and so on. You'll even be able to take your controller pak down to your local arcade and download your plays into the *NFL Blitz '99* arcade machine, assuming you can find one in this country. Full marks for originality there.



△ *Much more sensible. The receivers run clear, simple patterns. A guaranteed winner.*

The Headless Chicken approach to play design. It might not work too well, but it looks impressive. ▷





△ *The turbo button is also used to perform a spin.*

△ *Note the defeat by just one point. Happens rather a lot.*

△ *The trail behind the ball is essential for keeping track of it.*

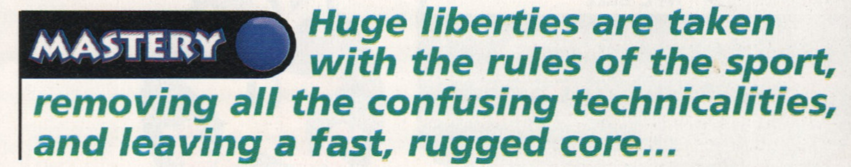
◁ *You don't get much time to think about your next move.*

△ *The NFL Blitz playbook. Small but perfectly formed. Ahhh.*



play for more than a few seconds, and you can't run the clock down to preserve a lead – you can't afford to, as the opposition are capable of scoring with almost every drive. When there's an unavoidable delay, such as waiting for the snap, taking field goals, or selecting a play, the in game timer is constantly ticking away, and the computer will make your choice for you if you're too slow. *NFL Blitz* certainly doesn't make any attempt to disguise its arcade roots.

In fact, it's an almost perfect conversion, right down to the totally unnecessary password system you have to use to access your records (why bother when one save takes up the best part of a whole controller pak?), and the timer counting down on the team select screen. The three button control system (pass, action and turbo) works in a similar way to the venerable *NBA Jam*, of which *NFL Blitz* is the latest in a long line of descendants, and after each quarter a random information screen appears telling you how to pull off one of the special moves the computer keeps using to accomplish its frequent last minute victories.



Huge liberties are taken with the rules of the sport, removing all the confusing technicalities, and leaving a fast, rugged core...

Second helpings



Dive in, join the party! Fun for all the family, and a surefire ratings winner on pay-per-view.

Touchdown celebration turns into an ugly brawl. Great stuff.

Catch him by the ankles and sit on his head when he's down.

Sometimes your opponent will pull off such an annoyingly cheesy play, you'll feel like making him eat the spare controller, pointy end first. But before you ruin your precious N64 hardware, consider using *NFL Blitz*'s built-in system of 'afters' to administer justice to the on-screen offender. Switch to your nearest player, and use the turbo and tackle buttons to bounce on top of your grounded opponent. As soon as you make a couple of 20 stone linemen use his head as a space hopper, you'll feel a whole lot better. Honestly. Sometimes you can even monster a player during his touchdown celebration dance. Sadly, we've yet to cause a player to be carried off with an injury – they always bounce right back in a matter of seconds. Doesn't hurt to try though.





It certainly is, my friend. It certainly is.

And here's to many more. Cheers!

Well hellooooo there, Strategy Tips Girl.

He's wide open! He's taking the mick! He's going home in an ambulance.

No matter how challenging the computer opponent, every sports game is best played against a friend. Unlike the N64's other American football titles, *NFL Blitz* is simple enough to pick up to enable even those who haven't got a clue about the finer points of the game to get at least some enjoyment out of it, so you shouldn't be short of people to play against. With two players slugging it out, it's far better than the *NBA Jam* games ever were.

The graphics are fairly good, although not *quite* up to the standard of the arcade version, and the chunky players move quickly and smoothly. There seems to be a good variety of animation in there, but since the game is so incredibly fast and the computer so quick to cut away to the next piece of action, you never really get time to appreciate it. At least everything looks convincingly solid.

The game does have its faults, though. The lack of tactical options means that you don't have the variety of playing styles that you get in other American football games, and you'll find yourself having to repeat the same moves far too many times. Also, the way even basic weather conditions can only be changed by the use of codes is perhaps taking the whole arcade authenticity thing a little bit too far – after all, it's possible to make significant improvements to an arcade machine's gameplay with a console conversion.

Fans of the arcade *NFL Blitz* will love this though, because with the addition of the Play Editor, the N64 version is exactly the same. As for everyone else, this is by far the most accessible version of American football ever made. It might not please the purists, but it's brash, boisterous, and spanking good fun.

MARTIN KITTS

8 VISUALS
Nothing spectacular, but they do a convincing enough job.

7 SOUNDS
The tunes are pretty awful but the commentary and FX are fun.

7 MASTERY
The controller pak / arcade interface is worth a bonus point or two.

8 LIFESPAN
Okay, so it's an arcade game, but the two-player mode will keep it alive for longer.

VERDICT
Nothing like you'd expect an American football game to be. A must for fans of the arcade version, and well worth a go for everyone else.

87%

PREVIOUSLY IN N64 We've done stacks on *Body Harvest* and the last time was in **N64**/21. Oui!

FLIP ME OVER FOR THE FULL REVIEW



The all-encompassing greenery of Siberia's distance.







Explosions sh-sh-shake the area. And bugs get it. Big-style.

That's not small. And he's just about to eat you whole.

BODY HARVEST

Bugs. Blood. Guts. Explosions. And Greek towns called Trumptonas. Sounds dandy...

N64 STAR GAME

Body Harvest				
GREMLIN				
13th November	96M		1	
	~~Controller Pak~~ XX PAGES	Cartridge back-up	Rumble Pak	
£40				

Phew. That was quite a wait. Cast your mind back and you might recall Body Harvest bolstering up the N64's impressive-looking launch games list three, long years ago.

In fact, casting our minds back we seem to remember it occupying space alongside the likes of Buggy Boogie, Monster Dunk, Red Baron, Descent and Kirby's Air Ride, all games that quietly disappeared into the N64's development scrapyard and never returned. Only Mission: Impossible – from the same list – made it through. Although not as we'd, er, hoped.

Similarly, *Body Harvest* has had some nasty development scathes, particularly in the demanding – yet immensely talented – shape of Nintendo, who were once the publishers of this grand scale bug-blaster (and who ordered its change from action game to RPG and then back again). But, after parting on amicable terms, DMA set about completing the game that they'd always wanted to. And the results, as you're about to find out, are mightily impressive...

GO! GO!

ADAM AND THE ANTS

It's 2016. Earth has been ravaged by hordes of time-travelling aliens who have stopped off at different points in history and had a good three courser human-style. The only foreseeable way of preventing the entire planet from being wiped out, is by sending genetically enhanced soldier boy Adam Drake back in time to stop the alien invasion at its original inception.

Taking control of Alpha Command, a time-travel capsule pieced together with two Castrol GTX cans and a bit of packing tape (note: this is, in no way, true), Adam sticks the craft into fifth gear and hurtles his way back to Greece in 1916 where the very first alien invasion was recorded. This, then, is where *Body Harvest* – the game – kicks off.

Onwards.

SNACK ATTACK
Harvesting waves. Your number one priority in *Body Harvest*. The reason? They feed on humans and, once they've notched up 25 victims, it's game over. Alpha Command warn you when they appear and then it's over to you: just follow the red arrow which appears. But, be careful! Once they've fed on six humans, they become mutants; super-powerful alien/human hybrids who take tonnes of firepower to put down. For an idea of how many humans have been munched, keep half an eye on your 'Body Count' bar in the bottom left hand corner. Yep.





HARVEST FOR

It's a nasty bug. And it's been 100 years in the making. Bring out the pesticides...

Greece 1916

A perfect intro to the game, with a fairly pedestrian opening and an action-packed back-end. The clues dotted about the Greek sand dunes have all the subtlety of Bernard Manning but there's plenty to test the old grey matter in later levels, so the reliance on all-out blasting is actually quite refreshing. Here's a slice of the blood-spattered action...

TANK!

Nick off with this and then run over copious amounts of aliens.



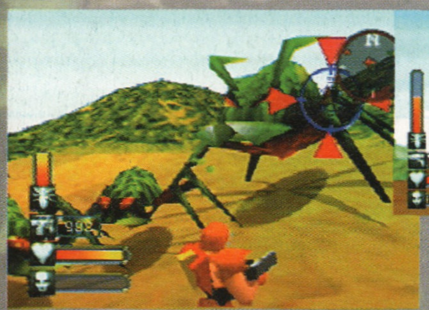


BOAT!

Use this handy aqua-machine to skit between land and the alien processor.

HARVESTER!

Shoot. Quickly. Or things will take a turn for the bloody.

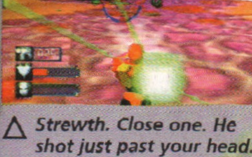




You're aiming. Now blast them to bits and save a few, innocent humans.

ALIEN PROCESSOR!





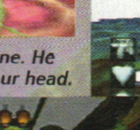
Strewth. Close one. He shot just past your head.





BOSS!

Big. Bug. About to bite into your Alpha Tank.



Explosions! Pity you've only taken a third out of its energy.

Java

Things get a little more difficult when you enter the war-torn jungles of Java, not least because volcanoes are erupting all over the place. And, even with his BHS body suit, Adam can't survive for long in the fiery lava pools. Puzzles are much more commonplace too, and characters won't ever give you any more information than you need. Good-for-nothing's...

1



1 Harvester wave detected, then. Daisy – the pink-haired, ugly-as-a-bucket-of-frogs woman at the helm in Alpha Command – crops up and warns you when they're near. Which they are here. Notice the newly installed red arrow? Follow it through the mists.

2



2 Each harvester is protected by a set of multi-legged soldiers. As you get closer they appear, in a vain effort to try and take you out before you reach the harvesters. Fortunately, you've got the brilliant machine gun. And they're rubbish at their job.

3

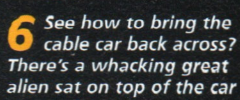


3 Gulp. The harvester. Notice the pink bit under his stomach? That's where the humans go and then, when he's full, he, er, plops them out his, er, bum and they wobble off encased in green jelly. Once he's got six, a mutant is made. And we don't want that.

THE WORLD

1941

4 A house. And a car. We'll have that in a minute but first... we're going to rob this house absolutely blind. To enter, just walk up to the door and press A. Some houses can even be blown up, but they tend to be the ones that are boarded up. Right. Inside we go...



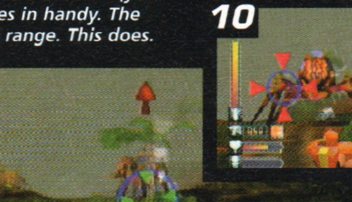


5 Never mind about what the Elders said, I'm nicking off with your rifle, thanks very much. Oh, and just to the left of the screen is a chest. Open that up and there's some ammo. In most houses, there are also bookcases, and you can use the books to gain clues.

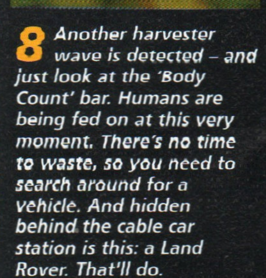
6 See how to bring the cable car back across? There's a whacking great alien sat on top of the car across the canyon, there. This is where the rifle (you nicked from bush boy earlier) comes in handy. The machine gun just doesn't have the range. This does.



7 Ah, a welcome party. No sooner do you get down off the cable car, than a group of soldiers warp down to see you off. Again, these are sent to dispatch you before you get a chance to home in on the next harvester wave. And, of course, without a car, it's trickier.

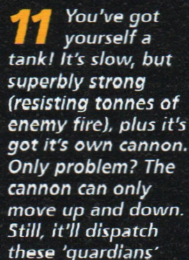


10 ...And so it proves. This harvester makes light work of your vehicle, leaving you to contend with him on foot. Look how big he is in comparison with the vehicle beneath him. Strewth. Time, then, to start taking off his legs and saving some humans.



8 Another harvester wave is detected – and just look at the 'Body Count' bar. Humans are being fed on at this very moment. There's no time to waste, so you need to search around for a vehicle. And hidden behind the cable car station is this: a Land Rover. That'll do.

9 The Land Rover does have 40mm rounds at its back which you can use as your weapon while you're driving about. However, they're fixed in place, facing forward, so your range is severely limited and open for plentiful alien attacks from the sides and behind...



11 You've got yourself a tank! It's slow, but superbly strong (resisting tonnes of enemy fire), plus it's got it's own cannon. Only problem? The cannon can only move up and down. Still, it'll dispatch these 'guardians' with ease. But, what are they protecting?



12 Oh... my... gaaaaa aad... you've reached the alien protector. The sub-section guardian keeping a watchful eye on the processor (the thing that keeps the shimmering blue shields in place). Lucky that you've got this tank to protect yourself, then, isn't it?



13 Or, at least, you did. Sadly, not only have you got the protector – an alien the size of a skyscraper – looking after you, but you've got hundreds and hundreds of foot soldiers all around you. Combined, they managed to get rid of your tank pretty smartish.

14 Keep on the move. Don't stop running. The more stationary you are, the easier it is for the aliens to concentrate fire onto you. The protector takes a heck of a lot of pummelling but, eventually, things will go pear-shaped for him and when they do...



TO MAP IT ALL

1000 sq kms, that's what we're talking, here. Five worlds that, combined, offer more exploration than, ooooh, a small South American country. But, things can get confusing, which is why the map has a 'marker' which can be placed on your next location, by tapping the Right shoulder button. Then, when you return to the game, a purple arrow will point the way to your chosen spot and then disappear once you get there. In Greece, particularly, where the landscape is all so similar, it provides a firm, helping hand. Like Santa Claus.



GO! GO!

HARVEST FOR THE WORLD *contd.*

SPLISH SPLOSH!
25 humans is your 'death rate' if you like. But, if you're doing particularly well on the slaughtering-harvesting-waves front, you can try your hand at a spot of wanton violence. See all the humans running around pleading with you to help save them? Well, you can shoot a couple of bullets into them – scientist-in-*GoldenEye*-like – and watch them run off, screaming in pain. Or, alternatively (and more satisfyingly), you can jump into the nearest vehicle and run them over. Then reverse back over them. Then run them over. Then reverse back over them. This, of course, doesn't help your 'Body Count' bar. But, it's good fun.





USA

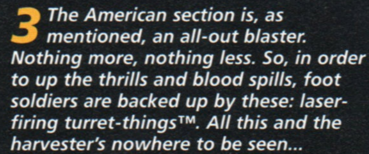
Probably the best level in *Body Harvest*, America in the mid-sixties reverts back to a bullet-spraying bug-blasting contest. There's nothing to quiz you but there *are* absolutely tonnes of harvesting waves, cropping up left, right and centre, which makes keeping the 'Body Count' bar at a low a really ticklish problem. But, there are ways and means. Wink...



1 Welcome to the US in 1966. First thing's first, you need to find a vehicle. A harvester wave has been detected to your right (note the red arrow) and you need some protection. Remember, the enemies in America are now a good deal harder to beat.



2 And here's the first. Remember the foot soldiers in Java; small, green blobs easily dispatched with the simplest of light guns? Well, America's nasties are now, not only ten times bigger, but armour plated too. Oh, and that tail fires off lasers as well. Yikes.



3 The American section is, as mentioned, an all-out blaster. Nothing more, nothing less. So, in order to up the thrills and blood spills, foot soldiers are backed up by these: laser-firing turret-things™. All this and the harvester's nowhere to be seen...

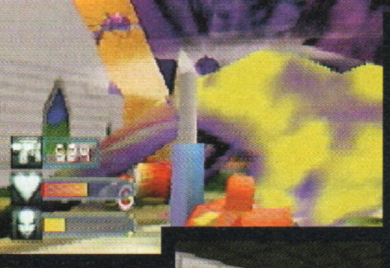


4 Ah, here we are. Finally, we've reached the first of the harvesting wave. He's already guffed out some humans (born out by those wobbling green blobs making for them there hills) so you've no time to waste. Just look at the state of your 'Body Count' bar.





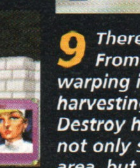
5 Blood and guts! When you kill an alien, they don't die straight way. Instead, they stay still, juddering slightly, and then, seconds later, explode, scattering their innards across a very wide area. Congrats. You saved some humans. Now go and run them over...



6 Um, right. As the dust settles, this pays you a visit. Look at the size of it! The area of weakness on many of these enemies is the head. Aim, as best you can when a building-sized extra-terrestrial is about to rip your head off, for this area. Then hope.



7 Your map. You've identified this sub-section's alien processor and that's where you need to head. It's difficult to see here but you've made a marker in the centre of that red circle. Now, when you return to the game, you'll be heading in the right direction.



8 Mmm. A hospital and, from the looks of things, a nurse that's been dangerously low on patients. After she's marvelled at your assets, and (snigger) orange pants, she tells you that there's an alien on the rooftop. Who just happens to be protecting the processor.

9 There's your guy. From here, he's warping in all the harvesting waves. Destroy him and you, not only seal off this area, but destroy the blue shields shutting off the rest of America from your futuristic brand of heroism. Time to take to the skies, then.

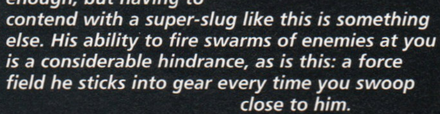


10 But, as you discovered in Java, the alien processor is an important part of the bugs' plans for Earth – and, so, they don't just sit back and let you take it. Squadrons of scouts are backed up by turrets... and all are gunning for you. Bottom right is your fuel.

1966

11 Your first clear shot on the processor. Trouble is, to really take down his energy, you need to approach him from the front. Like his smaller cousins, his weakest area is his head. Note also, the second helicopter on the rooftop. There in case of emergencies.





12 Trying to balance the delicacies of in-air flight – A for up, B for down and the analogue for 360° movement – is tricky enough, but having to contend with a super-slug like this is something else. His ability to fire swarms of enemies at you is a considerable hindrance, as is this: a force field he sticks into gear every time you swoop close to him.



13 But, with some persistence, your gunning reaps its rewards. Once you've downed the processor, his soldiers disappear completely: those that were swooping about explode, and those he was producing from his bowels o' death become defunct. Which leaves you with only one task: landing the helicopter. Stick it in first and reverse back into place.

14 This Status Beacon allows you to warp back and forth between the four sectors of the levels. Here, in America, where the puzzles are a little more sparse, it's not such a priority. But, in Java and Siberia, the Beacon means, if someone drops a hint that you need to return somewhere, you only have to get to these to warp back to the sector you want.





15 Part of America is set entirely in tunnels. Which is where you're headed now. These tunnels connect each of the level's sectors. They're the long way round if you haven't got the Status Beacon. This tunnel, though, you haven't yet visited, which is why you're stepping inside. Plenty more harvest waves await on the other side...

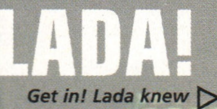
Siberia 1991

The old Ruskies have been conducting dodgy experiments on poor unsuspectings and have managed to create a swarm of zombies. But, these run-overable foes are small fry compared to the army of aliens out for a sub-zero rumble. There's a plethora of puzzles to be solved, as well as trains and combine harvesters to be driven recklessly. Brum, brum...

LADA!

Get in! Lada knew that their cars would eventually come in handy. Mmm.





Get crushing! Watch the blood speckle as you run them over. Nicely!

ZOMBIE-CRUSHING COMBINE!

ZOMBIES!

Look at the green stuff build up. Be careful! They get up again. Ooooh.

TRAINS!

Drive it through the avalanche blocking the tunnel. You crazy fool.



DEATH!

That's giving it out good-style. Machine gun does the biz.

Quality shooting can bring these reinforced wasps down. Now wait as they explode into seas of, er, explosions. Ka-boom!

ALIENS!

POINTS WIN... NOTHING

Every time you see off a nasty, you're awarded points. Run-of-the-mill soldiers are worth a healthy 200, while the more difficult-to-pick-off Scouts – which soar about around your head – are worth a more satisfying 500. However, the big points come with the mutants – *3000 of the best!* – and bosses – anywhere between five and 10,000 – both of which help to up that end-of-level score. The reason for points inclusion? So that we could include *Body Harvest* in our I'm The Best section, of course. Which we will be doing soon. *Veeery* soon.

TOP SCORE
The music in *Body Harvest* is a definite bonus. When there's nothing happening – or you're inside a house – the music is quiet and discreet, with the faint sound of piano tinklage in the background. However, when aliens appear on the scene, the music swells into a more thrilling chorus, thumping away until you've dispatched the four-legged beasties. Then, as your immediate surroundings become more settled, it fades back down again to a piano. Terrific.

Comet 2016

You've reached the alien comet. With shed-loads of nasties to blast and the Alpha 'tank' to spin about in, this level's fantastic! But, you wouldn't want to see all of it, would you? So, instead, here's a taste of what to expect. Oh, and wait until you see the final boss...



Light up the sky as you take down the communicator poles on top of these hills. Then laugh all the way to the boss.



Alpha Tank. Useful for taking down purple foes.

Rat-a-tat-tat! That's going to create some Grade A havoc.

This is quality, um, 'tanking'. Stick it in first and then rev it till it goes.

The bottom of your tank is super-bouncy to allow for serious problems. Like being shot at. A lot.

Yep, *Body Harvest* does look pretty ropey in places, frequently reminding you that it's been in development for just over three years. Fogging, for example – a technique that over ran early N64 games (and continued with a vengeance until *GoldenEye* arrived) – absolutely plagues every single level. Greece, particularly, has a shocking draw distance.

Similarly, the building textures are all a bit, well, *rough*, giving the game's locations a slightly shabby feel. Even the cut scenes – usually a safe haven for pin-sharp polygon work – look untidy. As Alpha Command lowers itself into each of the five levels, its sides look like they're about to fall off. And the square-headed humans that run petrified from the alien hordes seem about as scared as they might be watching an episode of Kilroy.

VISUALS *Fogging, a technique that over ran early N64 games (and continued until GoldenEye) absolutely plagues every single level.*

It's a fortunate thing indeed, then, that, despite these obvious graphical hindrances, *Body Harvest* manages to *play* an absolute stormer. If there was ever a game that was content-heavy, this is it. Maybe it *is* simplistic at heart, but it's stashed with so many utterly fantastic foes, so many whopping great weapons and such a genuinely likeable B-Movie feel, that it matters not a jot. Like DMA's other blood-fest, *GTA*, this is all about gameplay.

The action starts almost immediately: you land in Greece, take a couple of steps towards a boarded up house, and a harvester wave lands. From that point on, there's very little opportunity to pause for breath. Only wandering into the various settlements and having a bit of a natter with an entirely – and fortunately – English-speaking population provides a respite. (And an opportunity to completely ransack their houses for goods – ammo, weapons, health, tank parts, hoverboat ignition keys – all from under their noses).

Landing in Greece. Looks a bit scabby, doesn't it? It plays bootifully, though.

Body Harvest is a relentless experience. Puzzles crop up from time-to-time (mostly as a result of conversations with inhabitants of the level) but it's hardly 15-1. With a little searching, you'll almost always discover the answers to your problems. And, then, after digging out a couple of extra rounds from an old man's house, it's back to the bug-battering.

The action requires some getting used to. To start with, it's all fairly easy. Aliens

Pee-yowm! Bullets aplenty as you combat the forces of evil. Watch him fall. Ha, ha!

Why not use my combine harvester to shred them?

"Well, I got news for you, gramps. Get your Captain Birdseye hat. We're going."

Sorry, me hearty, but I'm not runnin' boat trips right now.

Gulp. Look... at... the... size... o'... that. Shoot.

Yep, that's another alien dispatched. Plaudit time, Ads.

Explosions means points means prizes. Handy, this.



approach you from the ground and all you have to do is swing the sights round (using the Right shoulder) and fire using Z. They get riddled with bullets and then they explode. Nicely.

Trouble is, as you get further into the game, the aliens become a little more canny. Flying scouts are introduced, meaning you have to contend with enemies from two directions. And, then, on the American levels, they become armour-plated meaning a rocket launcher is almost certainly required for quicker dispatchment. Mutants also provide formidable scraps to the death, as do the bosses who protect the alien processors (which keep the shields in place, dividing the levels into sections). However, you do have a way of protecting yourself...

The vehicles are a gold-lined stroke of genius. When you're inside one, you can't be harmed by alien fire so, effectively, they act as a moving shield. Pressing A gives you a burst of speed and B provides a handy reverse when soldier bugs are steaming towards you. Each vehicle 'feels' different enough to justify the 130 modes of transport herein, with the bowel-breakingly slow lorry obviously miles more cumbersome than the nippy Monster Bug. The real beauty of *Body Harvest*'s transport, though, is that it's not just cars; it's hover crafts, speed boats, tanks, helicopters, bi-planes, gyrocopters, school buses, trains and even cruise liners. And, as you'll find out, each has an integral part to play in the game.

MASTERY *The vehicles are a gold-lined stroke of genius. Each one has an integral part to play.*

Aiming from inside the vehicles is frustrating. The 'swing' of the sights is only about, oooooh, 130° meaning, when facing off against waves of high-flying scouts, you're often having to reverse, turn then accelerate, reverse, turn then accelerate. And, because they move so quickly, by the time you've manoeuvred into place, the scouts have swanned off out of sight. The reasoning behind this is obvious: with a more limited field of vision, play becomes more realistic. True enough – and probably, when you think about it, quite right – but, when you're trying to lock-on *and* you're rolling down a hill backwards *at the same time*, it can prove pretty annoying. Still, after a while, you learn to accelerate away, turn around and pick them off from a distance. By the time the aliens reach you, they're dead.

Truth is, *Body Harvest* isn't entirely faultless; sometimes you just wish Adam would get on and RUN instead of s-l-o-w-l-y trotting about as if he's got a bit of a gyppy leg, while his limited energy in water means that, as he suffers from the same problem when he's swimming, you'll often end up dangerously burrowing into your main energy bar. But, then, having said that, it doesn't really have anything *truly* wrong with it. Perhaps because, at its heart, the game is so simple. Or, perhaps, because it's genuinely *that* good.



Mutants. Stick a couple of three thousand rounds into his stinky face.

So, has the three year wait been worth it? Well, you can't help but wish that *Body Harvest* had *Turok 2*'s graphical brilliance. Just imagine those screen-rumbling bosses with an Iguana-style all-over sheen. Mmm... But, to play, *Body Harvest* is magnificent. In many ways, it's the ultimate 3D shoot-'em-up: packed-to-bursting with aliens, peppered with explosions, awash with blood and innards and rollicking good fun. Get it in.

TIM WEAVER

8 VISUALS
The size, scope and detail on the aliens make up – just about – for the fog-heavy levels.

9 SOUNDS
A fantastic score that works perfectly, fading in and out as the action occurs.

8 MASTERY
A superb example of what N64 games can do. Fast, frantic and fulsome. Yum.

9 LIFESPAN
The biggest game on the N64. It'll take you *aaaaaages* to finish.

VERDICT
Body Harvest is a grand-scale blaster of the highest order. If you're looking for a slice of mayhem this Chrimbo, make this a priority.





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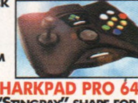
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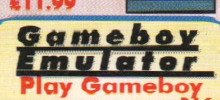
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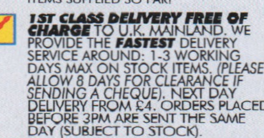


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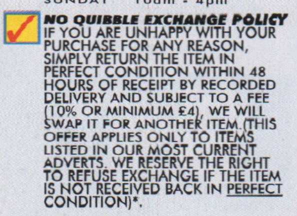
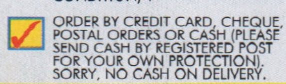
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PREVIOUSLY IN N64 We had a sneaky peek at *Revenge* in issue 20's Future Looks. Ohyeswedid.

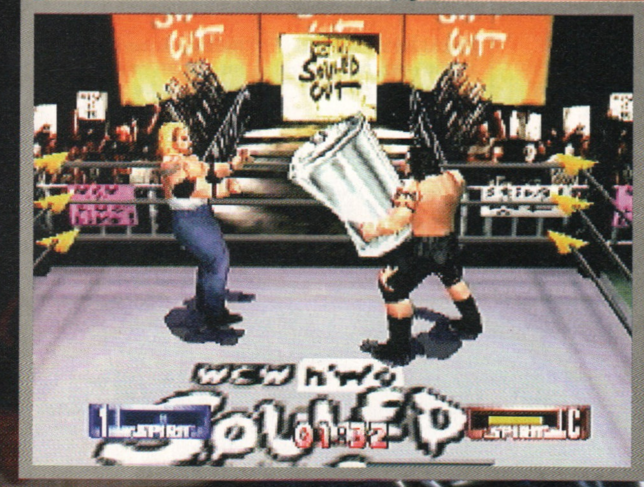
"Hello, my name's Kevin and I'm worried about my shoulders."



Just about to get a flipping here, we suspect.











Show no mercy. Kick him in the plums and steal his dinner money.

WCW vs NWO: Revenge				
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WCW VS NWO REVENGE

It's the return of the MIPs (Men In Pants).

Picture, if you will, the wrestler Raven, who leads his own 'flock' of fighters in ***WCW vs NWO: Revenge***. Before each fight, he comes swaggering into the arena, with an expression that's understandable for a man who's been asked to enter a packed stadium wearing just a pair of pants. To the cheers of the crowd, he climbs slowly into the ring, before slumping unceremoniously in the corner, looking like he'd rather be spending a quiet evening watching telly. Basically, he just can't be bothered.

And that, as far as we can tell, was also the attitude of T•HQ's programmers when told they'd have to update *Revenge*'s prequel, *WCW vs NWO: World Tour* (reviewed in issue **N64**/12). There've been a few minor tweaks and subtle improvements here and there, but on the whole it's just the original all over again. Luckily for them, though, the sparse sprinkling of magic improvement dust has just managed to make the game better as a whole. But only just, mind you. And it still doesn't compare too favourably with the wonders of

GO! GO!



THE OLD SCOREBOARD
After each match in the game, a score-sheet appears to tell you how you did. This takes into account, not just how much damage you inflicted, but also how many reversals, flying attacks and so on that you pulled off. This is especially important if a match goes to the time limit, as the score will decide who gains the moral victory. And it does all seem about right – a poor performance is almost always rewarded by a sub-1000 score. As we've found to our co...

Ch-Ch-Ch-Ch-Changes

WWF Warzone **had a detailed and fun create-a-player mode, where you could custom-build, Frankenstein-style, a wrestler of your very own, right down to body form and wig appearance.** ***WCW vs NWO: Revenge*** **has a screen where you can change each wrestler's costume and name. And that's it.**

This is all the more criminal when you consider that T•HQ are touting this as an option to 'change the loyalty' of each wrestler, by taking a fighter from one division and having him betray his friends by moving him to another. This translates in-game to putting an NWO-branded outfit onto a WCW wrestler. Shocking.

There are 63 costumes available altogether, although some of the characters can't choose from the entire selection of garments, because (the instructions say) they're 'too big'. Hmmm.

There's also the option of altering the appearance and colour of the character's mask (if they wear one), including Hollywood Hogan's 'bald-patch-what-bald-patch?' bandanna affair.

You can edit the name of each wrestler, too, but there hardly seems much point in changing Sting's name to something like 'Bob Likely', if the character who appears on-screen still looks and acts like Sting. There's still fun to be had, though, in the **N64**-patented "down-the-celebrity" game, whereby a wrestler is given the name of a chosen irritating celeb (e.g. Robbie Williams), and then placed into a Battle Royale for a three-on-one style kicking.

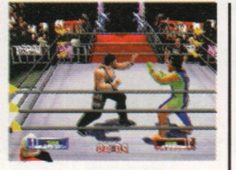
To demonstrate the 'potential' of *Revenge*'s create-a-player mode, we've fashioned an **N64** custom fighter, based on Stuart Hall, whose development you can see in the screenshots scattered below.



Here's one of the default wrestlers, a Mr Stuart Hall. A tad dull, we thought.



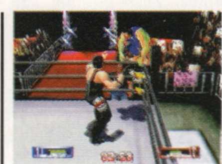
This is what he has become after ***N64*** *was let loose: a green & orange spandexed monster.*



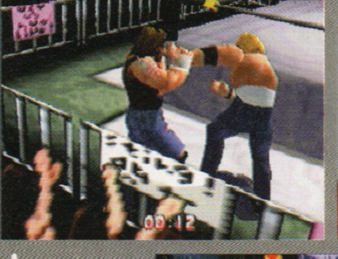
To battle! The lurid nature of our man's costume will see off all challengers.



Ouch! He's a bit tricky in the ring, too. Have it, you foul pugilist!



Here he is performing his signature move, which we've christened 'The Frog'.

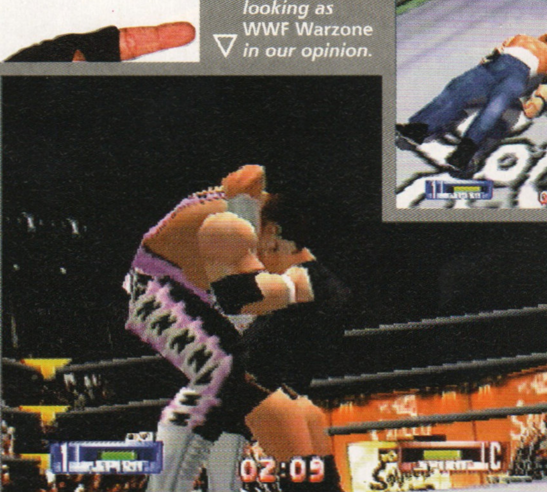


Out of the ring! No respect for the rules, us.



Mid-bout a séance begins.

Not as good-looking as WWF Warzone in our opinion.



"Have you ever wondered why the stars twinkle like that, Geoffrey? Isn't it beautiful."

Go on then, get to it!



Acclaim's *WWF Warzone* (85% in **N64**/19), as we'll see.

Revenge certainly doesn't skimp on the characters, with about 80 wrestlers limbering up ready for a scrap, and a handful of secret chaps chucked in for good measure. The roster is divided into 'teams', spanning both the WCW and NWO, plus a few other less well-known groups.

There's an 'edit character' mode (see the boxout), although this is so pitifully poor that you may as well ignore it, especially as there's just about enough variety between characters and their moves to be going on with.

Also included is a plentiful number of stadia in which to place your spandexed scrappers. And although the three tournaments you can take part in aren't really enough, you do get a couple more if you manage to secure spangly gold belts from the others, and a host of tag, rumble and three-on-one matches to choose from. There's also the much-hyped addition of 'entrances', where each wrestler comes waddling into the fight to the accompaniment of fireworks and an ear-bleedingly poor rock soundtrack. Luckily, you can skip these with a swift press of the Start button when they become monotonous. Which is normally after you've seen them, ooh, once.

Unfortunately, with the game begging you to watch its carefully choreographed entrances, you're asked to concentrate on



the game's graphics, which isn't necessarily a good move. *World Tour* was just about acceptable when it was the only wrestling game on the shelves. But compare the unimproved *Revenge* to the smoother, high-resolution wonders of *Warzone*, and its weaknesses are clear. The wrestler's disjointed arms look like they could be

Stop that at once!

***WCW vs NWO* positively encourages the sort of play which would get you thrown out of PE, and it's all the better for it. Here's a look at some of the stuff that the referee pretends not to notice.**



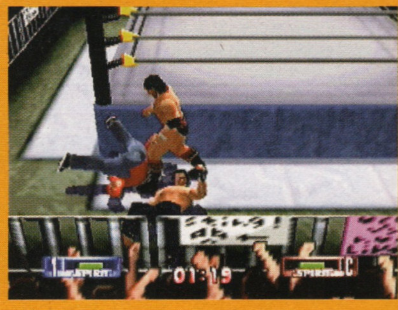
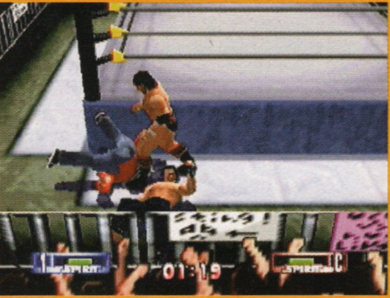
On the outside

Fights in *Revenge* aren't limited to your boring, inside-the-ring, bouncing-off-the-ropes style nonsense. With a press of Top-C, you can clamber out of the ring to freedom. Although you'll normally only have a certain amount of time before you need to get back in or be disqualified, scrapping outside the ring is a heap of fun. Be warned, though – quite often your opponent will ignore you, taking advantage of your absence by showing off to the audience and raising his spirit level in the process. The cad.



Look at my stick

If you take a minor excursion out of the ring, you can reach into the crowd with Top-C and fish out a weapon of choice. Although there aren't that many different types of implement (about six), they're all marvellous, ranging from a massive 'STOP' sign to a huge metal dustbin. You can take these back into the ring too, unlike in *World Tour*, although your opponent only has to get a quick punch in to have it fly out of your hands. Weapons are especially useful when you're stuck in a four-player game where the other three players are scrapping between themselves and ignoring you. Simply fetch yourself a baseball bat and a little attention by smacking someone clean over the head. Perfect!

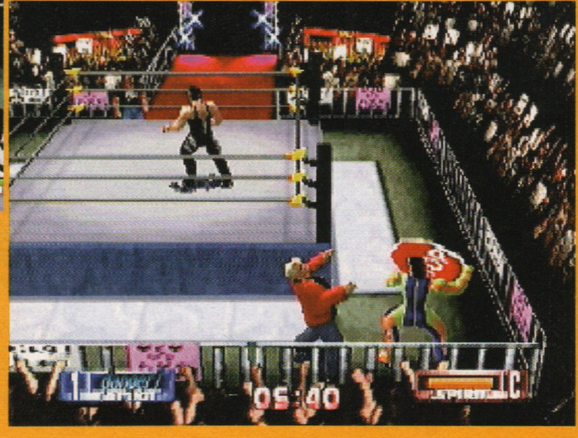
Manage this!

Wrestlers are quite often accompanied to the ring by their personal managers, who range from fat old man to a sexy young woman. And, quite often, if you find yourself outside of the 'squared circle' (as the ring is called), they can get 'accidentally' punched to the ground. Refusing to take this lying down, they'll then start teaching you a lesson, and, in the case of one wrestler's lady trainer, will slap you and kick you in the groin like the girl she is. Disappointingly, though, after a while they'll wander away from the action, and they steadfastly refuse get in the ring to fight. Chickens.



Ring + Weapon

Here, we're having a big scrap outside of the ring, with weapons. The best thing to do is knock your opponent to the ground just before you're both counted out of the game, and then quickly climb back into the ring, earning a quick win. Cheeky.

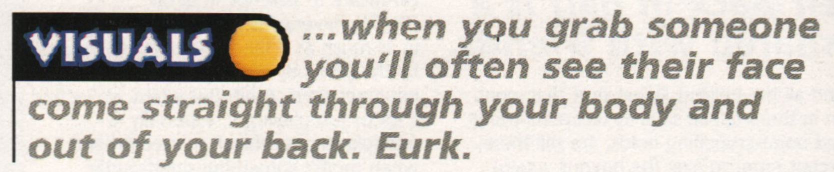


Ring + Weapon + Manager

Here, we've taken an object from the crowd, and are happily beating up one of the managers, outside of the ring. Brilliant! The wrestlers don't seem particularly keen to protect their trainers half the time, often watching disinterestedly from the ring as you pummel them at will.

snapped clean off if you're not careful, and when you grab someone you'll often see their face come straight through your body and out of your back. Eurk.

traditional fighting game, in fact. There's still an unnecessary amount of tedious grappling and lying down dazed before and after each move, but, overall, it's



VISUALS *...when you grab someone you'll often see their face come straight through your body and out of your back. Eurk.*

T•HQ have taken advantage of the relatively simplistic graphics this time round, though, by making the game a lot faster. The moves occur at an encouraging pace compared to wrestling games of the past, which makes for exciting, smooth-flowing matches – much more like your

Revenge's speed that sets it apart from its predecessors.

This speed, though, doesn't lend itself well to the odd 'long press/short press' procedure needed to pull off moves, making it very easy to start dragging your opponent around by his feet when you



TRUCKIN' HELL

WCW vs NWO: Revenge has one of the longest introductory sequences we've ever seen on the N64, no doubt making up for the complete lack of one in *World Tour*. It starts out well enough, with a huge truck driving through the night, which we initially thought contained a massive consignment of



wrestlers, ready for action. Instead, the lorry is obstructed by a very angry-looking Raven. At this point, the intro descends into several minutes of shots of fighting in-progress, and wrestlers standing about laughing. And what happened to the truck? Nobody knows...

THAT'S THE SPIRIT
The spirit level has been carried over from the prequel. The better you fight, the higher your spirits, although it can be diminished by 'weak' fighting, or too much appealing to the crowd. The higher your spirits, the more quickly you can pull off moves, and the more damage you'll do with them.



Once it gets to its maximum, you can pull off a 'special' move. However, rather than having a special move per character, the game has a total of five moves, of which each character can pull off two or three. And they're all, appropriately enough, a bit pants.



Nobody likes a show-off

One rather major (if cosmetic) difference to *Revenge* is the entrances. Staying faithful to wrestling on TV, the wrestlers before each fight walk in to an appalling rawk accompaniment and perform a series of attention-seeking moves, whilst fireworks and flames go off in the background. The effects that occur are often directly related to the arena you've chosen. So, Souled Out has a rather attractive (but physically impossible) mirror effect as the wrestler strays nearby, and Starrcade boasts a wealth of spotlights and blinding torch effects.

As if all these pyrotechnics weren't enough, though, the fighter will then take a deliberately slow walk to the ring (or, conversely, a mad sprint towards and under the ropes), and then start showing off all over again. This is quite often the perfect opportunity for an individual wrestler to perform his 'trademark' move, such as Roddy Piper's 'hopping on the spot', or Hollywood Hogan's 'look at my biceps' manoeuvre.

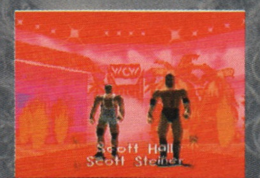
Trouble is, it all gets a bit monotonous after a while (especially as there aren't all that many different types of entrance), and although each slice of music is suitable for the wrestler's team, individual theme-songs aren't included, which'll disappoint the fans.

Oh, it's also worth mentioning that each wrestler's manager will come strutting into the fray, too, giving you a few minutes to analyse whether you'll be climbing out of the ring later in order to flatten them. Oh, yes.



A waste of perfectly good fireworks.

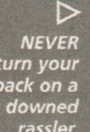

All looks a bit like a fashion show to us.



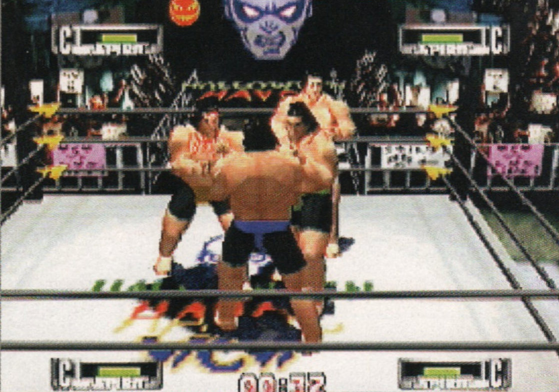
Would you start a fight with these men?


Souled Out stadium's splendid mirror effect.


Raven limbers up by collapsing like a drunk.


NEVER turn your back on a downed rassler.






The word you're looking for is 'wedgie'. Pick that one out.

All-new entrance sequences. Wasn't like this in the days of World of Sport.



really wanted to be breaking his neck in five places. But with a bit of practice, you'll be bouncing off ropes and punching wrestlers in the smalls like a pro, and one or two combatants even have 'combos', where you're allowed to punch or kick your opponent a number of times without him rudely interrupting.

The game does seem to keep matches artificially long, stopping you from achieving a successful pin until you've been pummelling your opponent for at least three minutes. This isn't helped by the inclusion of interferences, where a random wrestler suddenly appears from nowhere, dives into the ring and helps his friend out. This is an event to be treasured if that friend happens to be you, but more often than not, you've suddenly got two crazed muscle-men to contend with, and an even longer haul before the final bell.

All this is assuming that you're actually on some kind of winning streak, too. Whereas each fight starts off as a quick-moving exchange of blows, once your wrestler's stamina starts wearing down, one mistake can mean suffering five or six long drawn-out attacks strung together against you, with your wrestler unconscious throughout and the controller stubbornly refusing to allow you to fight back.

But at least the fights are over a lot sooner than their *World Tour* equivalents.

MASTERY ***The experience of pulling someone's legs over their head and snapping their back in half is a laugh-a-minute when shared with friends.***

And all the brilliant illegal stuff that went on in the original, such as weapons-using and bone-crunching holds, are still there, except more so (see the boxout, again). Most of the moves, too, are laugh-out-loud funny, especially when you stand over a floored fat man and thwack him repeatedly over the head with a big plank of wood.

For the best laugh you've had in ages, though, get a mate or two (or three) round, and get stuck into the multiplayer game. The experience of pulling someone's legs over their head and snapping their back in half is a laugh-a-minute when shared with friends, and in tag mode a whole load of hilarious new moves become available, including the painful-to-watch 'splits' manoeuvre, for which we'd need an 18 certificate to describe in detail.

So, *Revenge* is a fine wrestling game, in as much as it takes the template created by the perfectly okay *World Tour* and improves on it. A bit. But whilst we've had a lot of fun playing it, especially in multiplayer, it's difficult to recommend when there's something significantly better out there. With a bit more thought and time, T•HQ could have turned this sequel into a *Warzone*-beater, but, to be honest, they've been a bit lazy. And they should be punished for their idleness. So go and buy *WWF Warzone* instead, do you hear?

MARK GREEN

VISUALS 7
Acceptable, but overshadowed by *Warzone*'s hi-res loveliness.

SOUNDS 6
The usual terrible rawk nonsense, and oddly quiet wrestlers.

MASTERY 6
Smooth and fast, but doesn't push the N64 to its limits by any means.

LIFESPAN 8
Enough championships to keep you vaguely occupied, and a laugh-a-minute multiplayer.

VERDICT
An improvement on its predecessor, but still nowhere near the giddy heights of *WWF Warzone*.

75%



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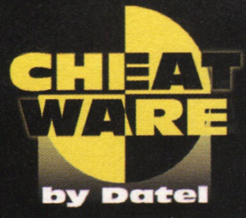


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PREVIOUSLY IN N64 We Future Looked *Starshot* back in issue 17.

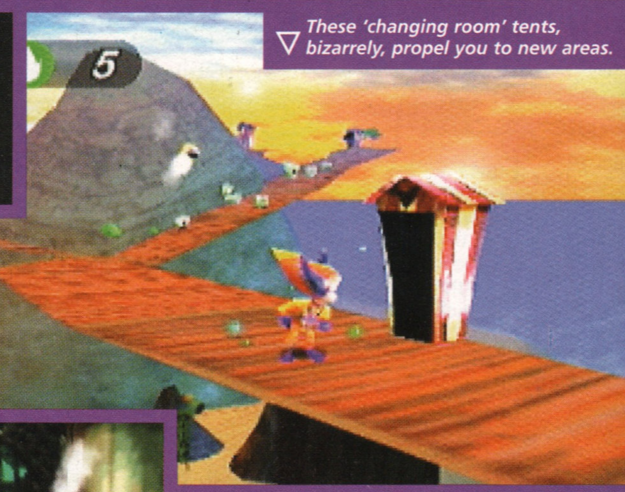
FLIP ME OVER FOR THE FULL REVIEW



△ Very purple, this bit. Oh, how very, very purple. Yes.



△ A 'super weapon' is required to open this door. Gah.



▽ These 'changing room' tents, bizarrely, propel you to new areas.

▽ Not the prettiest videogaming protagonist ever, is he? Ug-leeee.

Starshot: Space Circus Fever			
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STARSHOT
SPACE CIRCUS FEVER

Big top or big plop? Sorry about that.

Despite prayers to the contrary, it's unlikely we'll ever see a platform game from a third-party developer that challenges the might of *Banjo* or *Mario*. Understandably, this means that every 'attempt' – from *Gex* to *Goemon* – must face the unpleasant 'benchmark test' against immeasurably better Rare or Nintendo equivalents.

So what chance does *Starshot* have? Isn't its card already marked? How, honestly and truthfully, can it fare well against such incredibly polished, refined rivals?

The answer? It can't. But it *tries*. Were we to mark for effort, we'd gladly award *Starshot* an enthusiastic C+. But not a B, and never an A. There are a few simple reasons for this.

Every game, no matter its type, development team or profile, must *earn* the right to be difficult. When *Banjo-Kazooie* or *Mario 64* presents an incredibly difficult challenge,

GO! GO!

Wish you were here

POSTCARD

Hello, you.
The weather is fine, although only Andrea has a tan. James, oddly, has become whiter as the holiday has progressed. Travelling around the galaxy with Starshot is certainly a varied experience. Here are but a tiny selection of the places we've been...



Tortureworld

A delightful store located on the KillerExpo world. It's a shame about the moving platforms, though. We've lost count of the number of times Martin fell from the tiny motorised ledges.



This bloke is a nasty piece of work. But, at very least, he doesn't try and attack you.

The first person to guess what film is being shown in this shot... is very, very sad indeed.

Earth

Well, we had to come here, didn't we? Only, in our absence, it seems the place has become a post-apocalyptic wasteland. You know the sort. We had fun walking around in an armoured suit, but 'twas a short-lived pleasure. So here we are in the cinema. There's not much happening, but here's hoping...



Quarantine

Had to pop here to find some kind of 'super weapon' for Starshot. Tim thought it'd be some kind of high-powered expletive-firing cannon, while Martin thought it'd be a Rip-And-Spit-Down-OMatic, that... oh, you know. Pity about the view outside, though – we can't see ourselves for walls.



The little crosses on their arms are misleading: they're killers.

Iron Museum

Here we are at the Iron Museum on UltimaCrash, one of the later worlds in Starshot. It's not a particularly interesting location, but we thought it worth a mention for arguably the worst pun in the game. Amidst girders and other 'iron'-type objects, there's an iron – the 'uncreasing clothes' type. Laugh? Oh, how we so nearly did...

Fat wobbly robots firing marshmallows.



the task in question is always achievable. Their carefully-balanced level design ensures that there are moments of utter frustration, yet such sadistic slights of hand on the part of the designer are offset against the satisfaction of completing other, more simple tasks.

Infogrames' *Starshot*, however, is difficult for the wrong reasons. It's as simple as that. Consider, the large, distinctive shadow that Mario casts. While this may appear a stylised touch, it's actually an integral part of the game's design. It's that big *so you can see where he's going to land when he jumps*. Take away or shrink that all-important area of shade, and negotiating certain areas becomes a near impossibility for the fat plumber, right? So why does Starshot cast such a tiny shadow? Why? WHY?

For the want of a simple, easily-seen but, above all, LARGE area of shade beneath young Starshot, his game world often becomes a comedy of errors that just isn't funny. With time, it's possible to get used to the imprecise, uncomfortably tricky art that is moving Starshot over a series of tiny platforms. My point, however, is that you shouldn't *have* to scale such a ridiculously sharp learning curve.

Another problem is *Starshot*'s variable frame rate. The more scenery and moving objects there are on screen, the more 'jerky' it becomes. Players not only have to adjust to the precision jumping demanded from a shockingly early stage, they also have to take into account the game's habit of jerking like a body popper when the graphics engine deems sacrificing 'smooth' for 'speed' is appropriate. Similarly, hero Starshot's odd running gait makes judging jumps from the traditional 'chase' view a nightmare.

VISUALS *The game jerks like a body popper when the graphics engine deems sacrificing 'smooth' for 'speed' is appropriate.*

Ah, yes. The views. *Starshot*'s game camera differs from that of other platformers in that it's largely manually operated, the player adjusting it via familiar C-button usage. Annoyingly, though, the default 'zoom' sees its main character an awkward distance away, yet its 'close' view is too much so for comfort.

Virtua Circus Spaceship

Bit of a bleak destination, this. We're sure it looked better in the Lunn Polly guidebook. Starshot has to find a way into the Virtua Circus spaceship without jumping, as the slightest hop sends him floating off into space – as Will found to his horror when he attempted to teach a few VC robots the delights of maj jong.



Falling off the VC ship yet again. Argh.

Start the tunes, and things get very nasty...

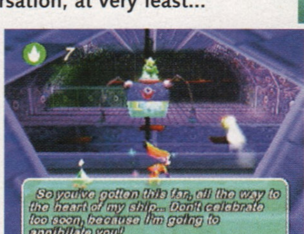
Happy Bump Bar

*Ghu'sts utside? Weee! An jukebox! Weee! An bladder! Ohun. Weee. (pause). Shee u, Starspot? Ure me best mate! U don' look ver' pretty. But yuv' got a heart o' gold. But I've go' a confessh... confetti... conFESHION to make. I've bin seein' Banjo be'ind yer back. The fings 'e does u could only *dream* abou'. But it meanz nuffin, honest...*

Character building

One of *Starshot*'s more novel features is the sheer amount of dialogue it contains. Players are encouraged to speak to creatures to discover what to do next in certain situations. In fact, it's almost essential they do so to solve certain puzzles. The dialogue is hardly Booker Prize-winning fodder but it does have a certain charm. The translation from French is certainly a *lot* better than your average Japanese to English conversation, at very least...

I hereby declare that this meeting is now in session, Mr. First Secretary, would you repeat the pledge of the Mecha robots for us?



Spooky 'dodgy robot fellas taking over the world with guns and hate'-type event. And related in PROPER ENGLISH. Astonishing.

A gormless-looking chap, our Starshot. But why does he have to look so 'rendered'? Ugh. Greasy...

This level is an absolute, utter, utter BOTTOMBURP.

One of Starshot's prettier levels.

There are times when you hanker for the camera to zoom out, and it doesn't, other occasions when you want it to zoom in, etc, ad nauseum. Put plainly: it's bloody annoying.

The vitriolic, irritable slant of this review thus far doesn't tell the full story, though. Beneath its relative visual poverty and its idiosyncratic 'oversights' – like the awful game camera, tiny shadow and over-zealous difficulty setting – there's a lot to see and do in *Starshot*. And it's a *big* game. Its seven worlds are very large indeed, with hours upon hours of gameplay on offer.

Each section visited has its own individual task for Starshot to complete, from locating a 'super' weapon to the final level's hugely tricky task of gaining entrance to a spaceship without the ability to jump. Adding a more personable edge to such objectives, *Starshot* (the game) has a storyline that runs throughout, in which Starshot (the character) and his fellow space-faring entertainers fight a battle against the evil Virtua Circus. As plots go, it's certainly not worthy of any awards ceremony you care to mention – yes, even the Oscars – but it lends a little additional incentive to complete a particularly tricky level, just to see what happens next.

Starshot's worlds aren't overly attractive when compared to *B-K*'s lush environments, or *Mario 64*'s stylised simplicity, but they're certainly more imaginative than those of, say, *Gex 64*. What it does offer, though, is variety. Again, this encourages the player to get that little bit further, in order to behold what lies past the next corner or, more often than not, ridiculously complicated sequence of moving platforms.

But *Starshot*, ultimately, needed at least another two months in development. Its camera needs a fair amount of tweaking, and the stupid, *stupid* oversight that is that damn 'minimalist' shadow should have been addressed and attended to long before its release. Similarly, it's just too tricky, too demanding, and woefully naive in expecting that players will forgive countless deaths that are invariably as much the fault of the game as they are through dodgy joypad usage.

If *B-K* and *Mario* are long completed then *Starshot does*, possibly, offer a genuine, relatively enjoyable challenge. But it's a long and frustrating haul...

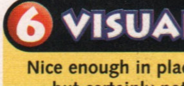
JAMES PRICE

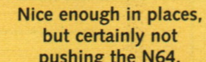
A LOAD OF OLD SPACESHIP

There's a mad 'future circus war'-type plot – oh, how tiresome they are – in *Starshot*. It's too complex to relate here, so we'll simply explain about the interior of Starshot's home – the spaceship control room pictured below. From here, players can find out more about the planet they're on, their next mission, what objects can be found or play with the Heads or Tails robot. He does just that. Select heads or tails, and he spins. It's frightening.





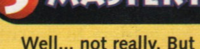




Nice enough in places, but certainly not pushing the N64.



Pleasant enough tunes, but the 'speech' – burble, burble, etc – is annoying. Frighteningly so.



Well... not really. But only the N64 could offer such large levels without huge loading times.

6 LIFESPAN

It's a big game. No, a BIIIIIG game. And it's surprisingly hard, like Woody Allen with a tank.



Without its glaring flaws, *Starshot* might have challenged the early 70s, but as it is, it's just not good enough.



PREVIOUSLY IN N64 We reviewed the Japanese version of *F-Zero X* in issue 19.

LOOK BACK IN ANG... ARGH!
One of the more curious features of *F-Zero X* is the ability to look behind your craft with Top-C. Now, this is hardly an innovation – racing games have been offering it for years – but it's curious that Nintendo took the time to include it. Why? Well, while it's nice in *principle* to take a quick gander at rivals behind you, in practice it just doesn't work. It's a 'suicide' button, basically. We advise you to avoid it.





Mastering the arcane art that is landing your craft is tricky, to say the least. Does one glide or pitch downwards? Hmm.



No lives left, so this'll have to be a precision race...

An ignoble end for player 1. The speed-mad fool.

F-Zero X			
NINTENDO			
Out now	128M		1-4
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F-ZERO

Is *F-Zero X* the fastest racing game ever? Why, *yes*.

Categorising *F-Zero X* as a 'racing game' is like describing both a Ferrari and a Mini as 'cars'. You can look at it in two ways. On one count, *F-Zero X* is, indeed, the Ferrari of the driving genre – its fantastic speed making its contemporaries appear Mini-like by comparison. But, on the other hand, it's misleading to describe it as simply a 'racing game'.

It has, for example, the most refined, most *perfect* Time Trial option ever featured in a game of its ilk. Its 30-vehicle races are quite unlike anything we've ever seen or played, and the simplistic nature of its visuals is less of a problem the more involved you, as the player, become. Essentially, as we said in our review of the Japanese version, there's no *time* to admire scenery. And, as a spectator, you're too busy pestering for a go to worry yourself with a lack of nice things to look at in the background. It's *that* good.





The undulating tracks are a far cry from those of...

...The old SNES version. Just look at those curves!



△ *The vehicle with the 'Rival' text is the championship leader. Bump him off.*

◁ *The best way to explain this shot is thus: 'ARRRRRRRGGG HHHHHHHHHHH!' And so on.*

A LIFE LESS ORDINARY

One of *F-Zero X*'s more unusual idiosyncracies is the fact that success or failure in Cup competitions is not judged by final positions alone. Run out of energy or fall from the track, and you're compelled to try again, with the loss of a life the penalty for your poor performance. The number of lives awarded is dictated by the skill level in question – so, say, five for the lowest, a mere three for Master – and losing all results in Game Over. Although the use of a 'lives' system is a little artificial in, say, *Mario* – after all, you only run back into the castle and back to where you left off – it really works for *F-Zero X*, adding a sting to its already venomous tail.



X



GO! GO!

Best six Time Trial tracks

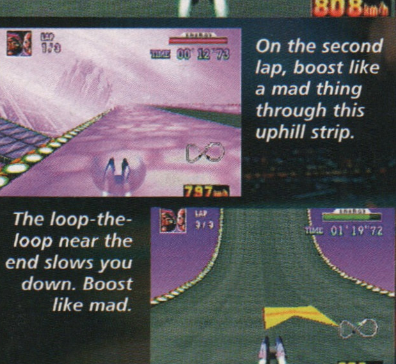
F-Zero's main cup races may be exemplary in terms of the entertainment they offer, but its Time Trial mode is truly magnificent. Where other games see players shave seconds off their best times, *F-Zero* sees its participants knock minuscule amounts from previous records. It's brilliant. We love it. And here are our six favourite TT tracks, with the three most important features of each explained...

MUTE CITY
jack cup

The two boost chevrons near the start are essential. Miss them at your peril.



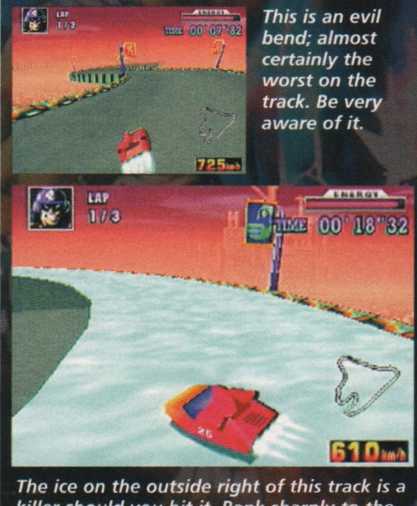
On the second lap, boost like a mad thing through this uphill strip.



The loop-the-loop near the end slows you down. Boost like mad.

PORT TOWN
jack cup

This is an evil bend; almost certainly the worst on the track. Be very aware of it.



The ice on the outside right of this track is a killer should you hit it. Bank sharply to the inside, you fool.

A big jump. Easy to negotiate, but the trick is to time your landing well – harder than it sounds.

RED CANYON
queen cup

Here's the first jump of the course. There are lots of them. And lots more than that, even.





It's important to time your descent perfectly, in order to get the correct speed...

...But it's equally important to not get caught out by this solitary 'big' jump.



HOW TO...

Go faster

Artfully positioned on almost every track, the 'boost chevrons' give your craft a healthy burst of speed. In time trials, it's usually essential to hit every one in order to achieve a fast time (and unlock the course ghost). Missing one in a Cup race isn't necessarily a disaster, but those attempting to beat Master mode should memorise the positions of each and every one.



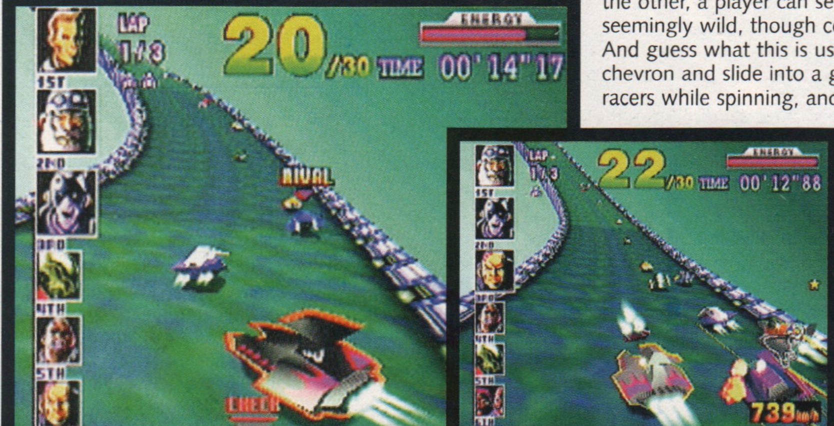
Nudge an opponent into oblivion

Ah. So Sir would like a 'subtle' means of bidding farewell to troublesome rivals, yes? *F-Zero X*, bless it, is happy to oblige. A double tap of either the top-right shoulder button or Z makes your craft 'nudge' slightly in the appropriate direction. Perform this move with an opponent's vehicle adjacent to your own, and they're sent flying into a wall or, better still, oblivion. It's a tricky move to perform, but an essential skill on later settings. Plus, players don't have to sacrifice speed and control as with the 'spin' attack. And that's a Good Thing™.



Spin like a fool

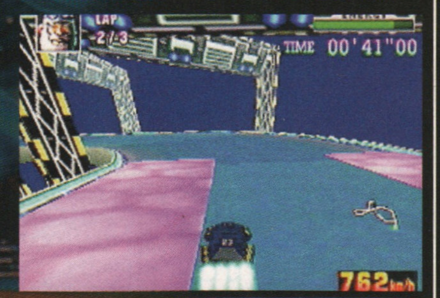
By holding down either Z or the Right shoulder button, and then double-tapping the other, a player can send their craft into a seemingly wild, though controllable spin. And guess what this is used for? Hit a boost chevron and slide into a group of rival racers while spinning, and its true worth becomes apparent. We're talking BIIIG damage, here. Better still, attempt to do the same on a track with no safety barriers, and the left of your screen will fill *nicely* with those lovely little 'kill stars'.



BIG BLUE 2
queen cup

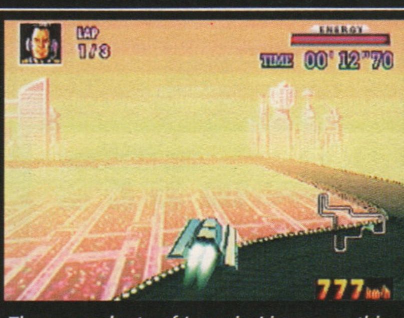

This piece of track is deceptively twisty. It's wise to remain fairly central.

There are two sections of power-up strips, so boost like mad over and between them.



Just before the finishing line, there's one of the hardest corners of the game. Just look at it!

MUTE CITY 3
king cup


There are plenty of 'surprise' jumps on this course. But you can use them for shortcuts...

There's a speed boost before this jump here. Use both, and you can cover a fair amount of extra ground.



This course doesn't hold with the ideal that is safety fencing. Keep to the middle of the track, wherever possible.

BIG HAND
joker cup

This is, without question, the hardest Time Trial track in the game. Loads of corners, and hazards galore.




Watch out for the huge stretches of ice. Hit one at an angle, and you'll slide off the track.

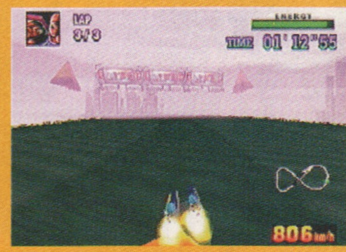

It's also important to conserve energy for that extra bit of speed on the few straights.



Cor! Course ghosts!

Another challenge *F-Zero X* players can unlock is the *über*-racers that are the Course Ghosts. Finish a Time Trial below a certain time, and the option to face them appears. To beat them, alas, requires the *perfect* race. Yet another challenge for I'm the Best regulars, then, but not one we expect to see many entries for...





HOW TO...

Go faster without boost chevrons



After the first lap of every Cup race, the player is 'awarded' the ability to execute a quick burst of speed, the strength of which is determined by the craft used. However, doing so uses precious supplies of energy. You've got to balance the need for both, hopefully happening upon a happy medium whereby you go very fast indeed without ending up pasted over one of *F-Zero X*'s many walls.

Stop the craft from sliding

Although your choice of craft genuinely affects your performance on the track, there's a simple way to prevent your vehicle from sliding wildly into corners. By using the Right shoulder button or Z trigger, players can 'lean' their futuristic motor in the appropriate direction, albeit at the price of some speed. Mastering the right amount of Z and R to use is an essential art – especially during the hectic King and Joker Cups, where seemingly impossible to negotiate corners are ten-a-penny.



GO! GO!

Generation X

Now here's a surprise. Complete the Jack, Queen, King and Joker cups on Expert mode, and two goodies are revealed: the super-nasty Master skill setting, and the mysterious X Cup. Like other tournaments, the X Cup has six races. The difference, however, is that each track is 'randomly' generated: no two courses are ever the same.

This, as you can imagine, is an excellent addition. With all those variations on the different course 'themes', players are never short of a new challenge. When raced in Cup mode, the first three or four tracks are generally fairly simple to negotiate. The last two offerings, however, vary from the mildly challenging to the utterly insane. On one Cup outing, we were 'confronted' – and yes, the context I'm using the word in *is* correct – by a race that saw 16 competitors eliminated before the first lap had finished.

Our only real criticism is that it's not possible to save a track that takes your fancy, but perhaps we're just nit-picking...

△ An easy one, this. Gentle curves, no loops and barriers all the way along the track.

◁ Another simple course, but with long, medium corners that require careful play.

▽ A pleasant green, granted, but the corners were a pain.

△ This track's shaped a bit like Australia.

△ An oddly easy course on the Master standard X-Cup.

△ Again, on Master level. Strangely, we had two similar courses appear consecutively. It hasn't happened since.

◁ Argh! On the last lap, the amount of competitors slipped to a mere 14. Gah.

Just as *GoldenEye* proves with its 007 Agent setting that a ridiculously tricky game *can* be entertaining, *F-Zero X*'s Expert and Master skill settings offer a remarkably 'different' way of playing the same piece of software. Before attempting to complete *F-Zero*'s four main cup competitions on Master mode, I looked up 'exactitude', 'perfection' and 'sheer bloody mindedness' in my pocket dictionary. I then clasped said reference book in my mouth, and bit hard. My unintelligible screams of rage were heard throughout the N64 office – "Fiff? Foffoffz! Foffin foffer fiff foff! Ffffff!" and the like (only with more spittle – but at least I didn't bite my own tongue off in frustration). That, and not my bank-shattering contributions to the office 'swear box', is the important thing.

You should be starting to understand the implications of all this already. You see, *yes F-Zero X* is difficult, *yes* it's a harsh taskmaster in its demand of perfect Control Stick handling and *yes*, it saw me scream like a loon at times. But, and this is the point, *at no point did I turn the N64 off and walk away for that reason.*

Understanding the need for a delicate balance between difficulty and that oh-so-elusive 'fun' business, Nintendo have polished the gameplay of their long-awaited update to a lustrous shine. Its craft-handling mechanics gleam, its track design epitomises a brand of sparkling simplicity often lacking in modern videogames, and its small number of game 'rules' are luminescent in their almost elementary genius. *(Blimey! Ed)* Above all else, it's a genuinely challenging, enjoyable game.



△ On the higher skill levels, aim to finish the first lap in 20th, at the very least.

Right now, you're probably acknowledging this review's steady flow of superlatives with a frown. And we genuinely understand your concern. Let's face it, *F-Zero X* was brutally beaten with the 'ugly stick' at birth. Self-styled videogaming 'experts' may try and convince you that this was intentional; that Nintendo chose to create a modest look for their futuristic racer to reflect its no-nonsense attitude. Or something. But, quite frankly, their mother should have warned them their mouths are not for breaking wind with. *F-Zero X* is not entirely unattractive, but neither is it, by any stretch of the imagination, a triumph of aesthetic accomplishment. And its



The track design can be a little intimidating at first. Practice is, indeed, the key.

Loops lead to a loss of speed, so it's worth saving energy for a quick boost.

The four-player mode is just as fast as the solo mode.

It doesn't sacrifice much in the way of visual detail, either. Good news all round.

MASTERY *Nintendo have created one of the most well-judged and wonderfully balanced racing games we've ever played.*



KILL HIM! Bumping off your rival is essential later on.

presentation is dreadful; sub-Marvel Comics artwork, dire aprés-tournament sequences and characterless menus. We've come to expect more from Kyoto's finest.

This relative visual bankruptcy, however, is put into perspective by *F-Zero*'s wealth of playability. The first time players encounter the Jack Cup's first race at Mute City, they'll 'oooh' at the speeds they achieve on its opening straight, 'ahhhh' at its well-positioned speed-ups and deceptive corners, and 'ARGH!' at the crescendo that is its loop-the-loop. It's only with a few further races that *F-Zero*'s unique nature becomes apparent, though.

It's easy to draw parallels between *F-Zero X* and other racing games. Take a corner at too steep an angle, and the back end of your craft drifts outwards, there are other vehicles to race against and collisions lead to a reduction in speed... you get the general idea. But *F-Zero* is genuinely, refreshingly, different. While other racers demand ham-fisted yanks of the control stick to negotiate corners, this begs subtlety of its blurry-eyed participants, with seemingly insignificant adjustments having a profound effect on craft movement. Never before has a game of its type captured the essence of analogue control so perfectly.

Similarly, the sheer scope of the starting grid in Cup races – 30 participants! – makes the competitive racing of, say, *V-Rally*'s foursome or *Wipeout*'s sixsome appear utterly insignificant by comparison. Granted, lower skill levels can see reasonably skilled players drift past several opponents at once, but the same just isn't possible in Expert or Master modes. Then, and only then, do you appreciate the contribution such fierce competition can make in gameplay terms.

F-Zero's high-speed races may suggest no-brainer 'twitch' gameplay, where reactions count for all and calculated thought counts (in rhyme!) for naught, but there's method to *F-Zero X*'s madness, in the form of a not inconsiderable strategic undertone. Like its 16-bit predecessor, players (and their console-controlled rivals) possess an energy bar. Should this be exhausted, the player is forced to retire from the race in hand. Just to spice proceedings up somewhat, Nintendo have added a 'speed boost' button. This gives a short burst of extra speed but – and, typically, it's a *big* but – at the expense of a pre-defined amount of craft energy. So, while it's possible to engage this useful function with wild abandon, such behaviour leaves your vehicle vulnerable to potentially race-ending collisions. It takes a few hours of play to appreciate this, but later tracks act as a weird kind of aversion therapy for foolish boost usage. They articulate a clear, concise lesson: "You *are* a muppet. You can't crash into walls if you've used all your energy, you know."

F-Zero X is fast. While other developers may have chosen to polish its exterior, opting for eye candy over content, Nintendo have created one of the most – if not, *the* most – well-judged and wonderfully balanced racing games we've ever had the pleasure of playing. What more can we say? Procure yourself a copy, or forever hold your peace.

JAMES PRICE



How to win races in F-Zero X: simply cross the finish line before anyone else.

RUMBLE RHUBARB

It's a subjective opinion, but we've got to mention that we we're not overly convinced that the Rumble Pak really works with *F-Zero X*. Providing its usual wobbling during sharp turns and collisions, it's a none-too-subtle distraction from the millimetre-perfect control stick adjustments required to succeed on each course. Worse, though, is using one of a number of dodgy third-party 'buzz paks'.



8 VISUALS
The 8 is for the smooth update and incredible speed, rather than ground-breaking use of polygons. Just so you know.

8 SOUNDS
Guitars squealing like stuck pigs. Lovely.

9 MASTERY
No other racing game is this fast and polished. Typically Nintendo: there's no other way to describe its inimitable genius.

9 LIFESPAN
It's HARD. The multiplayer game's a bonus, too. It's not a game you'll tire of.

VERDICT
A masterpiece, with few real flaws. Possibly the fastest racing game you'll ever play.





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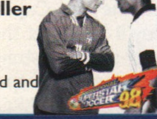
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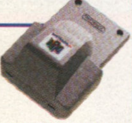
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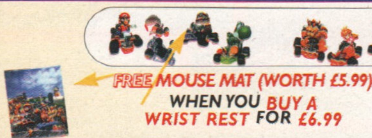
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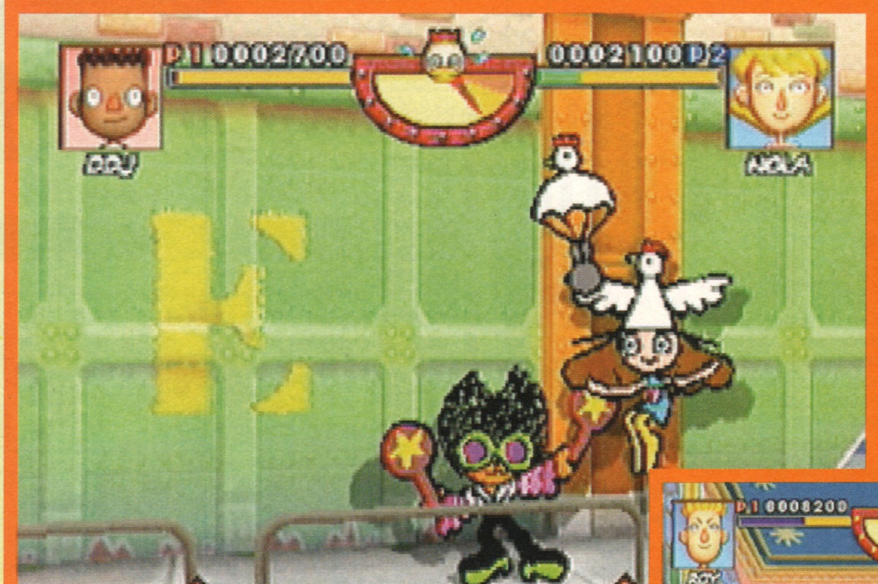
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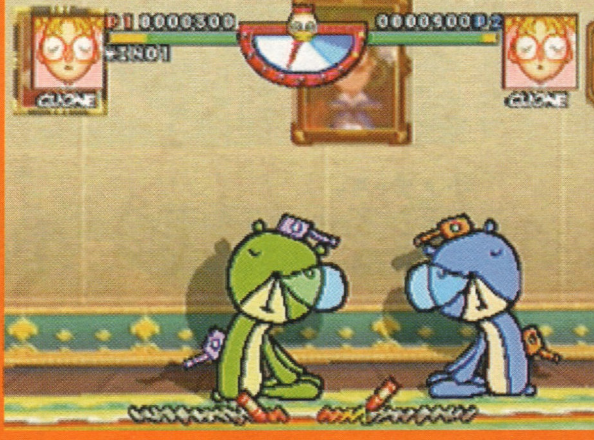
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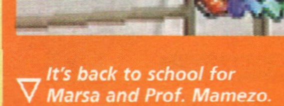
PREVIOUSLY IN N64 We gave a big thumbs up to the import version of *Rakuga Kids* in issue 20.





Has there ever been a more heart warming moment in a beat-'em-up? Double Beartank snot bubble-blowing action.

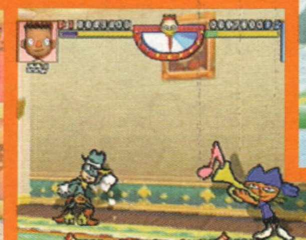
Nola appreciates a groovy cat who knows how to shake his booty.



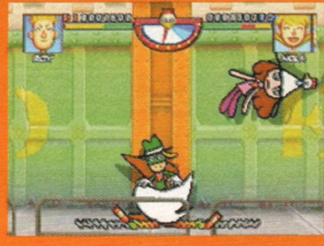
It's back to school for Marsa and Prof. Mamezo.



He'll stick that trumpet where the sun don't shine.





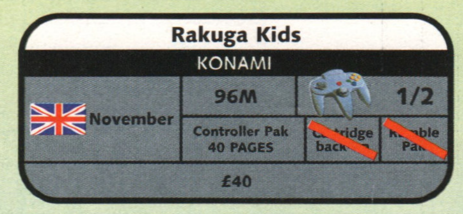


And for my next trick, I shall levitate Marsa and inflict grievous damage on her behind.

That's it. The game's up. It's a life on the chain gang for Roy from now on.

RAKUGA

Fight, graffiti children. Fight like the little crayon drawings you are.



Rakuga Kids			
KONAMI			
November	96M		1/2
	Controller Pak 40 PAGES	Cartridge back	Rumble Pak
£40			

After bemoaning the fact that *Rakuga Kids* wasn't going to get a UK release in issue 20's Import Arena, Konami have had a change of heart, and Beartank, Mamezo, Marsa, Captain Catkit and the gang have been given a swift PAL makeover.

And very nice they look too – full screen, full speed, and with all the Japanese story text translated into Westerner-friendly English. As it turned out, we weren't too far off with our guesses last time. The game is the story of the Twinkle gang, a group of kids who find a box of magic crayons in some ancient ruins outside Twinkle Town. Anything they draw with the crayons comes to life and... okay, so it's utter twaddle, but it makes a change from the usual "the mightiest warriors of the netherworld are summoned every ten thousand years to see who can fit the most chicken nuggets in their mouth," sort of thing.

The graphics are by far the best thing about *Rakuga Kids*, and one glance at the screenshots on these pages should be enough to tell you that the game looks nothing like any other beat-'em-up. The characters stretch and morph into the strangest things, a little like (gulp) *Clayfighter*, except with a decent sense of humour and drawn by talented graphic artists. You know the kind of thing to expect – Beartank, our favourite *Rakuga* fighter, sprouts caterpillar tracks and shoots bombs from the gun turret on his head; Marsa disappears into the rotating chicken

It's a kind of magic

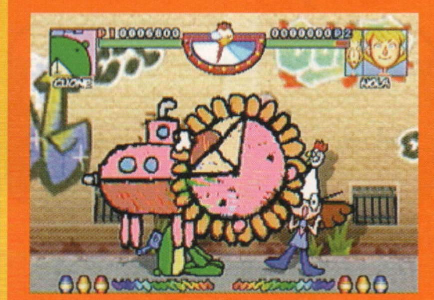
Each *Rakuga* fighter has two magic attacks, activated either by performing a double semi circle followed by a punch or kick button, or by tapping R. We know which method we prefer. The magic attacks can only be used once the special meter is full, so it's important to do plenty of combos to build it up as quickly as possible. If you don't, you'll miss out on the looniest moves in beat-'em-up history. Here's five of the best.



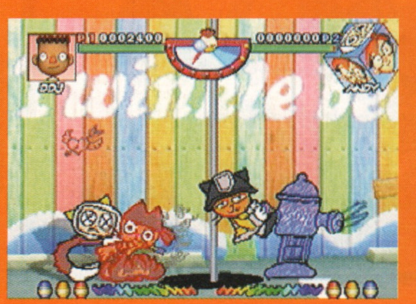
Nola *Psychedelic Flower/Mole Combo*
Crazed chicken girl Nola's best magic move involves planting her opponent in a bucket of compost, as nature intended. With sunshine, watering, and just a smidgen of good fortune, Mr Mole will grow her a beautiful grinning yellow flower.



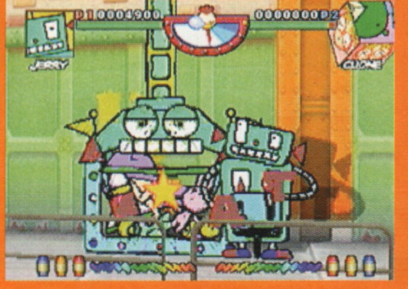
Mamezo *Broken Elevator Mishap*
Going down sir? You certainly will be, because Mamezo has cut the cables for the elevator. Oops. Well, at least it's less humiliating than being hit by his other magic move, where you get run over by a pizza delivery boy on a moped.



Beartank *Lion Submarine Squash*
Good old Beartank, the sweetest snot bubble-blowing bear on the N64, is pretty well connected in the world of mutated wildlife, and he'll happily introduce you to his fearsome aquatic friend, Lion Submarine. You won't believe what hit you.



Captain Catkit *Fire Hydrant Catwash*
The Captain is the hippest thing on four legs, but funky soul brotherhood doesn't run in the family – his brothers all have sensible jobs in the Twinkle Town fire department. They're more than willing to help out when the going gets hot though.



Robot CHO *UFO Catcher Pincer Clamp*
Robot CHO is a cheat. No two ways about it. Not only does he have an electrified chassis, he also keeps a magic crayon in his chest cavity. Here we see him using it to cause Beartank no small amount of pain and distress with a large pincer.

KIDS

on her head and waddles around, avoiding trouble; Captain Catkit sprouts an impressive afro, puts on a pair of pink shades, and shakes his maracas.

Just the usual stuff then. It's all nicely animated too, using an impressive amount of frames – the game pauses for a few seconds before each fight, presumably to decompress all the graphics used. There's a lot crammed into the cart.

Despite all the visual wackiness, *Rakuga Kids* puts up a pretty mean fight when you get into it. Like almost every 2D beat-'em-up, the fighting system borrows heavily from the *Streetfighter 2* series, with similar D-pad moves used for projectiles and the like, and repeated moves activating the special attacks when the special bar is full. You can also perform double jumps, either in the air or off a wall to avoid an attack or use a special aerial move. The way the fighting works has obviously been carefully thought out by Konami's designers, and belies *Rakuga Kids*' image as a novelty title. Maybe you won't get as much out of it as you would a genuine Capcom fighter, but at least there is some gameplay in there to support all the visual charm.

On the negative side, there aren't enough different fighters (seven to start with, and a light sprinkling of secret ones), and the game suffers from the common beat-'em-up problem of having a few very easy matches to get you started, then ramping up the difficulty level beyond all recognition within the space of one fight. And it's a little too easy to win by using the same moves all the time.

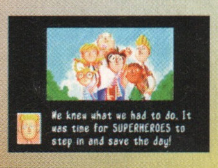
But just about every fighting game suffers from at least two of those flaws, and *Rakuga Kids* is different looking enough to make it stand out from the standard gang of martial arts blokes and busty women. If only Konami had given it a *Yoshi's Story*-style soundtrack instead of lumbering it with a selection of energetic guitar tunes, it'd be the ultimate cute-'em-up.

MARTIN KITTS

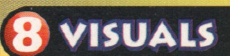
ARE YOU SITTING COMFORTABLY?
Then we'll begin. Those of you who like your games to have believable storylines, look away now. Here's how the box of magic crayons fell into the wrong hands, prompting the Twinkle gang to create fighting superstars like Beartank and co.











Very imaginative, well animated, and as cute as cute could be.

7 SOUNDS

It sounds exactly like it looks, only not as good. If you see what we mean.

4 MASTERY

There's nothing here that couldn't be achieved on any other system.

8 LIFESPAN

As long as you've got a friend or two who appreciates *Rakuga Kids*' sense of humour.

VERDICT

Cute, sweet, and as good a beat-'em-up as almost anything else you'll find.



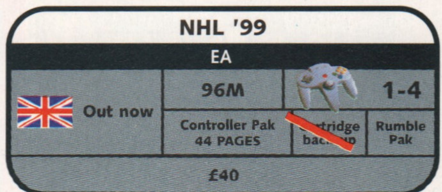
NO COMMENT
Like many – if not all – modern sports games, *NHL '99* features 'commentary', provided by some suitably experienced individual. Although his name escapes us for the moment, the bloke responsible for *NHL '99's* mutters and muses is, quite frankly, a nutter. Predictably, his rabid sounding observations are repetitive and, more often than not, occur at inappropriate junctures, but there's one line that had the team chuckling for, oooh, minutes. Barge a player out of the way, and he'll shout: 'Freight train! Wooo-woooo!' Laugh? Oh, we did. And you will too.

NHL '99

It's hockey, and it's h-okay. EA's *NHL* is here. Give it a wave, everyone...



Goooaaaaaal! Ice hockey, eh? It's edge-of-your-seat stuff.



NHL '99			
EA			
Out now	96M		1-4
	Controller Pak 44 PAGES	Cartridge backup	Rumble Pak
£40			

VISUALS 7
Not brilliant, but certainly better than functional.

SOUNDS 5
Pap commentary – despite a few moments of genius – and a load of forgettable music.

MASTERY 6
Looks and moves better than the PlayStation version, but we expect that, don't we?

LIFESPAN 7
It's a bit too easy but it's a much better multiplayer game.

VERDICT
Not bad. But not brilliant, either. If EA can sort out the seemingly dodgy AI for next year's release, we'll be more than happy to greet NHL 2000...

74%

While *FIFA* generally enjoys greater recognition and financial success in Europe, it's the *Madden* and *NHL* franchises that invariably get the most praise. With the release of *NHL '99*, the N64 finally has versions of all three. But it's not *all* good news. *Madden*, naturally, is a fine title, while *FIFA* releases have ranged from the dire to the eminently forgettable. But *NHL '99*, as a debut, is a wee bit disappointing.

Like its compatriots on other formats, *NHL '99* offers the traditional array of stats, rosters and play modes. To the ice hockey virgin, the first two are, at best, superfluous but worth a look; at worst, utterly incomprehensible. The play modes, by contrast, are simple to understand. You've got leagues, play-offs, tournaments and the obligatory exhibition match.

So far, so good, then. Diving into the first match, wading past the introductory pap, a horrible truth awaits: on the N64, *NHL '99* is 'okay'. We'll admit that we're not the world's biggest ice hockey fans here at **N64**, but we've no bone to pick with the games – as simulations of a team-based sport, they're perfectly enjoyable, if well-designed and executed.

So what makes *NHL '99* so utterly 'okay', as opposed to another, less *underwhelmed* descriptive term? Let's consider its passing system. When you point the control stick in the direction of a fellow player and press the pass button, you expect accuracy, yes? But no. *NHL '99* sees far too many passes miss their target by miles, with CPU-controlled players missing the puck, or the in-game AI assuming you'd rather put it through to a player marked by three rival team members. Irritatingly, though, *some* passes are crisp, and well-directed. A skilled player can, on occasion and game willing, put together fast, well-orchestrated breaks, with a series of passes ending in a goal scored. But we want *consistency*, dammit.

And why is the AI of your fellow CPU-operated players so damn feeble? Milling around like the guileless simpletons they are, they offer little or no support to you, the player with the puck. Speed off on a goal-bound break, and they'll dawdle off-screen, before – EVENTUALLY – making



Face me off, yeah. Just face me off.

Could it be that we've just broken another obscure rule?

I've got some fascinating slides of washing lines in the garage. Want to see them? No? Oh.





Give it a good old whack.

Decent view of the ice there. Nice and shiny.

their tawdry way into yet *more* awkward positions.

It could be, of course, that years of work could have been put into *NHL '99*'s artificial intelligence. But it doesn't *matter* how clever it is in principle, it's how it appears to us, the players. And *NHL '99* is, apparently, a witless, drooling gimp. Sad, but true.

The bearing this has on play, naturally, is significant. Rather than team-based moves, players are almost encouraged to make solo dashes towards their opponent's goal. Miss, and it's a simple case of re-gaining possession, before repeating the process again. Now, this isn't an *entirely* woeful way to pass the time, but we'd prefer a more measured approach that, despite its on-the-fly tactics, *NHL '99* just doesn't deliver.

Should we add that *NHL '99* feels 'fluffy' to control, or that three of its four skill settings can be beaten with ease? Or mention that, to be honest, it looks nice but rarely astounds, or that its 'fight' sequences – where players hammer buttons to 'punch' an opponent – are utterly, utterly ridiculous? Oh. We did.

NHL '99 is by no means dire. It's enjoyable, easy to play – rather *too* easy at times, in fact – and as, say, a multiplayer game to play on those rare occasions when the *Kongs*, *Karts*, *Superstars* and *Kombats* of this world don't *quite* appeal, it'll certainly suffice. But it's not the flawless inaugural ice-based bash we were hoping for – try saying *that* with a mouthful of cake – and so our recommendation, taking everything into consideration, is on a 'if you like this kind of thing'-type basis.

JAMES PRICE

Battle through to the end and you win a bidet.

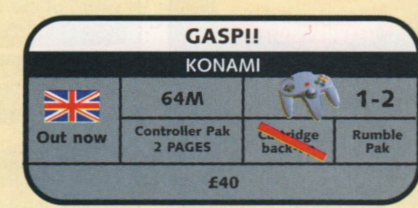
Excellent sniping position. If you had guns in NHL.

The replay mode is just the ticket for viewing those puck-on-ice moments.

PREVIOUSLY IN N64 *Gasp!!* got a firm kicking on import in **N64**/15. Piece of crud.

GASP!!

The art of fighting. As performed by your Dad...



Somewhere along the line the N64 is going to get its own *Tekken*. *Fighters Destiny* is still closest to that elusive dream but, you feel, it's going to take the intervention of a Capcom or Namco to *really* produce something of more obvious, jaw-breaking quality.

Something that hopefully – all being well – bears little resemblance to this – the sort of game that provides a pleasingly precise dictionary meaning for the word, 'parp'. Yep.

With a fighting system that nestles uncomfortably somewhere between *Virtua Fighter* and *Tekken*, *Gasp!!* is a superb example of a game with no redeeming features. Combos are so hard to pull off that even *attempting* them is too much of an effort, while the characters have all the appeal of Anne Robinson. Animation is crude at best, while the backgrounds are frequently okay-ish but more often plain rubbish. And even the ability to create your own character in the 'Character Edit' mode can't hold your attention for more than a few minutes. Which, naturally, leaves *Gasp!!* sprawled on the floor in a semi-conscious state, lying in a pool of its own dribble. Be thankful for small mercies, eh?

TIM WEAVER



Plucky kid versus rock hard martial arts expert. In your dreams, boyo.

Oooh, nice moves. Yawn.



Capcom are, quite literally, not shaking in their boots right now.

5 VISUALS
Uninspiring, detail-free tripe.

5 SOUNDS
Co-op music.

5 MASTERY
Passable lighting effects.

2 LIFESPAN
Beep, beep, beeeeeeep.

VERDICT
A real *War Gods* of a game that's simply got worse as time has passed. Avoid like the plague.

47%

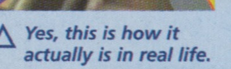
The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We previewed *NASCAR '99* four short weeks ago, in issue 21.

The queue

The intro sequence to NASCAR shows you a whole series of cars, legging it round the course. The error here, though, is that all of the cars are spaced evenly over the width of the track.





△ *Yes, this is how it actually is in real life.*



△ *Looks about right, doesn't it?*

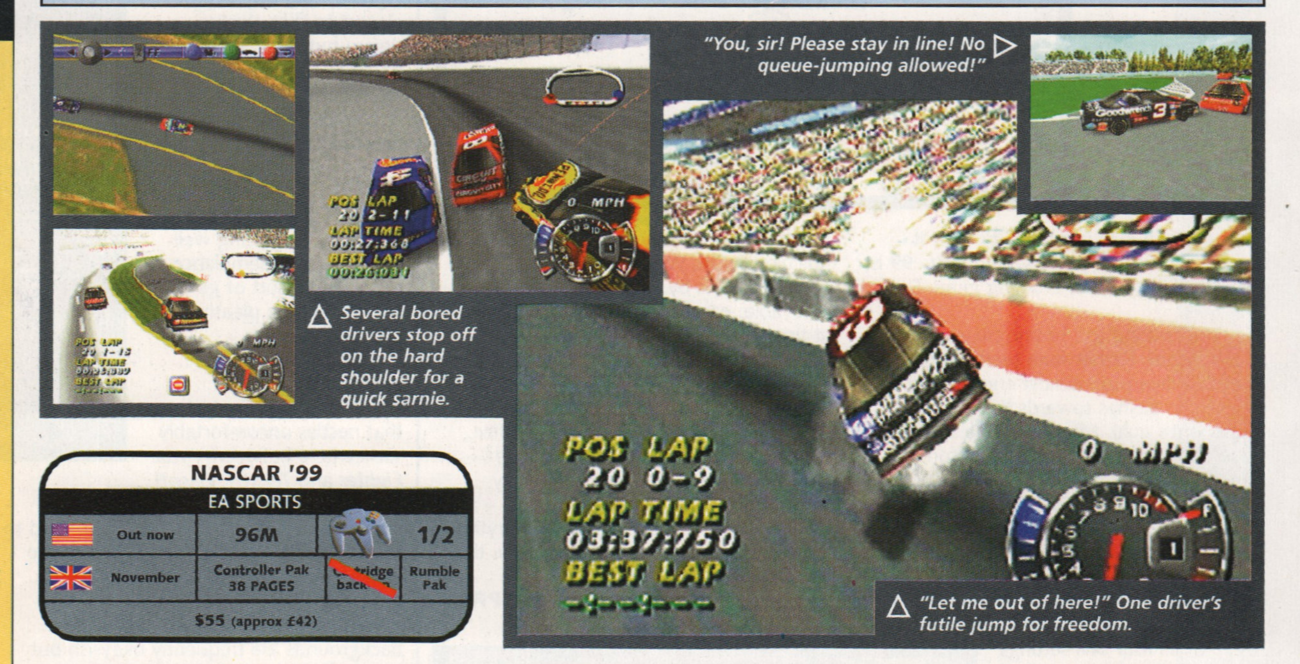


△ *Look at that queue!*

Because, in the actual game, all the cars form a lovely orderly queue for the chequered flag. Occasionally, if you get close to a computer car, they might wobble a little bit away from the racing line, but once they've got their bearings, they settle nicely back down into the procession. This is not acceptable!



△ *A rare two-car cuddle-up in NASCAR.*



"You, sir! Please stay in line! No queue-jumping allowed!" ▷

△ *Several bored drivers stop off on the hard shoulder for a quick sarnie.*

△ *"Let me out of here!" One driver's futile jump for freedom.*

NASCAR '99				
EA SPORTS				
(US) Out now	96M		1/2	
(UK) November	Controller Pak 38 PAGES	~~Cartridge back~~	Rumble Pak	
$55 (approx £42)				

NASCAR

America chucks another tedious 'sport' our way.

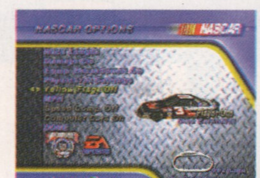
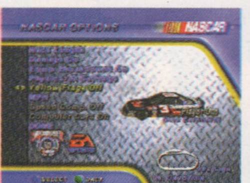
You might remember that NASCAR racing – the American motor-sport set on big sloping oval tracks was the basis for the not-so-successful Tom Cruise flick Days of Thunder. But while little Tom tried his best to make it all look terribly exciting, driving around in circles for a few hours at a time is no-one's idea of a good time, as anyone who's tried to get anywhere on Bath's insane double one-way system will tell you.

Despite this, *NASCAR '99* does have a few good bits. Each car has a genuinely different feel to it, and the overall handling is okay, with a pleasing sense of control as you hurtle around the long corners.

You can customise cars to your hearts content, and there's a just-about-acceptable video replay 'suite'. The fact that the stats and drivers from the 1997 NASCAR season are all present and correct is also great – primarily because one of the drivers is called 'Dick Trickle'. The comedy value in a commentary that offers such observations as "Dick Trickle is spurting towards the finish," is almost worth the admission price alone.

But then there's the bad stuff. The game is usually pretty nippy, but only because road-side features are kept to a bare minimum, and often avoid pop-up by appearing from a mysterious distant mist. Despite this, once the game does start shoving a load of cars, sparks and smoke onto the screen, it all slows down to about two frames a second – a bit

The options

There's a load of options to customise the NASCAR experience. Some of it's a bit complicated, so bear with me.

Damage: If damage is off, only a nearby nuclear explosion will spell the end for your car, whilst if it's 'on', a slight prang with one of the computer cars means the embarrassment of being carried off the track by a big crane.

Yellow Flag: If a computer car crashes out, and this option is on, then you'll be 'taken control of' until the carcass is cleared. Unfortunately, the computer has the nasty habit of guiding you around the outside of the track, happily scraping you along the barriers until the car conks out.

Equipment failure: For true realism freaks, you have the option of experiencing random car freak-outs, meaning a prompt visit to the pits and a number of high-volume swear words directed at the screen.

You can also alter the set-up of your car:

Tyre pressure: Gives you the option of high or low pressure. This will, in turn, affect the top speed and handling of the car.

Rear spoiler: Controls the, er... how much the spoiler, um... is...

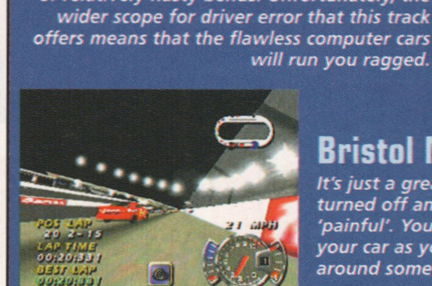
Wedge: Er... next!

Gear Ratios: Never mind, eh?

The tracks

Here's a look at some of the thrilling tracks on offer in *NASCAR '99*.

Watkins Glen

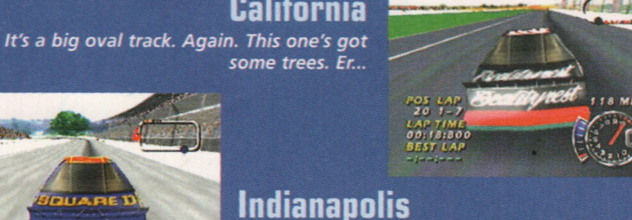


This is one of the two more interesting tracks in the game. Very thin at points, with a series of relatively nasty bends. Unfortunately, the wider scope for driver error that this track offers means that the flawless computer cars will run you ragged.

Bristol Night

It's just a great big oval! Except with the sun turned off and the stadium lights set to 'painful'. You get some lovely reflections off your car as you drive around. And around. And around some more.

California



It's a big oval track. Again. This one's got some trees. Er...

Indianapolis

The most famous track of all IS JUST ANOTHER OVAL. The excitement from this comes from the sharp turns at the four corners. So that's more excitement than any mortal could handle, then. This circuit also gives you plenty of opportunity to admire the crowds, who look like the effect you get when you press your face right up against a TV screen.

"WOOAAAAHHHH!"



There's quite a bit of speech in *NASCAR*. The commentators don't really seem to appreciate the race as such, usually yelling such meaningless observations as "Man oh man!" and "Woooahhh!", or constantly referring to 'contact'. Don't worry, though, because there's always your man in the pits to enliven proceedings. "Woah! There goes a tyre!" he screams, as your tyre flies off. Useful.





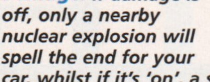
"Argh! The lights! Turn off the lights!"

You can't see it here, but the driver's arm looks like a big cardboard tube. Odd.

About to undergo (yawn) 390 laps at Indianapolis.

Failing to fly from the arena, one racer attempts to dig his way out.

What happens when Dick Dastardly and Mutley sneak onto the track with a can of oil.



'99

poor considering that almighty smash-ups are all part of the 'fun' in NASCAR racing.

NASCAR's main problem, though, is that it's utterly dull. Although there're plenty of tracks, you're guaranteed no fun at all when 15 of them are just big ovals. Then chuck in the fact that you need to complete as many as 11 laps – make that 393 if you pump the 'race length' option up to 100% – and you'll find yourself contemplating heading off to Electronics Boutique to hunt down *Cruis'n World*.

What finishes *NASCAR* off for good, though, is the computer cars, and how primitively they go about their business. They resolutely following the racing line like Scalextric cars stuck to a groove in the track, and keep a Highway Code-friendly fixed distance away from the car in front. As a result, *NASCAR* racing feels more like a faster-than-usual funeral procession than an all-out race for victory.

The two-player mode saves *NASCAR* a little, providing races where two cars skid about all over the shop and into each other. It's fun, but with only two decent tracks to race on, it's short-lived too.

So, no matter how many options, video replays or screaming commentators the game gives you and even taking into account the accuracy of the driver's names, it's still just a matter of pointing the car left a bit and holding the accelerator button. It's a Dick Trickle of a game, when it should have been... er, never mind, that's probably a bit too rude, actually.

MARK GREEN

5 VISUALS
Ooh, look at those cardboard trees.

4 SOUNDS
Hideous engine noise, and commentators who've come along for a laugh.

5 MASTERY
Compare this to *F1* and burst into tears.

5 LIFESPAN
The same all the way through, but the two-player mode redeems it.

VERDICT
If you want to spend your day driving a car in a circle, then this is the game for you.



59%

swearing **James** disco as spunky **Zelda** in freaking **Diddy Kong** pants

HOW TO... win!

£100 PLUS A COPY OF ZELDA 64

...And all you need to do is form coherent sentences*. Not bad!

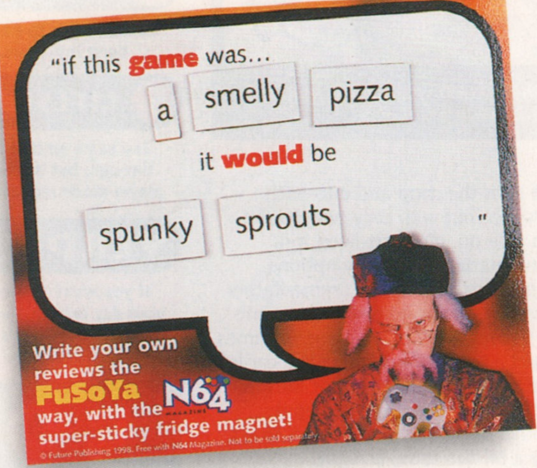
*Oh, and make us laugh while you're at it...

Chances are, you've already started placing the words 'pants', 'throbbing' and 'fungus' (though, not necessarily in that order) about your fantastic review-writing fridge magnet and, equally, it's a fair bet that you've made yourself chuckle using the word 'truncheon'.

But, can you make *us* chuckle? Ah, now there's a question. With James' stern morning face (applicable between the hours of 9.30 and 12pm), Martin's mildly psychotic stare (open to the public 24-hours a day – and for no extra charge!) and Andrea's greasy Spanish 'air' (it's like a slippedy-slidey ice world!), it's certainly going to be a tough job.

Mind you, the prizes on offer for raising the corners of our collective mouths are worth it. Not only is there a £100 cheque – taken straight out of Andrea's holiday fund – ready and waiting but there's a secondary gift of loveliness in the shape of one of the first copies of the brilliant *Zelda 64* when they hit the Isles of Britain in November. As soon as we get it – on, or about, the last week of the month – it's going straight to your home address.

So, with the excitement of £100 worth of HARD CASH *and* a copy of *Zelda 64* providing a particularly fine-looking dangling carrot, here's what you need to do...



How To Enter

It couldn't be simpler! Have a think, construct something witty and then scribble it down on a piece of paper. The entry that makes us laugh the most wins. Send your best to:
Magnet Magnusson, N64 Magazine
30 Monmouth Street,
Bath BA1 2BW

Rules

1. The closing date for entries is November 23rd 1998.
2. Employees of Future Publishing may not enter. Nope.
3. The – get this for democracy! – *entire* **N64** team will choose the winner between them. Their decision is final.
4. The copy of *Zelda 64* will be sent out as soon after its December release date as possible. If you own an NTSC machine, please state that with your entry. Thanks, then.
5. Simon says... put your hands in the air!



...Use your review-writing fridge magnet!

Speak English? Know words? Then it's all as easy as, er, this...

Step One: Break up
The words on your **N64** Fridge Magnet™ are specially 'schmoodled' to enable easy loosening. Simply remove each word and you've got 68 different possible connotations. Nicely!

Step Two: Stickiness
Stick the main 'review section' of your fridge magnet onto the nearest available fridge (see also: tea trays, coffee machines, cookers). Now, similarly, place all 68 words onto it too.

Step Three: Arrangement
Once fully in place, you can now attempt to create your own piece of Hale and Pace comedic genius. Simply place words together (to create understandable sentences) and you're laughing!

HOW TO...

Make us laugh

It's all set up, then, for you to go and make us guffaw. Liberally...

We do want...
2-5 words on each line of your fridge magnet that forms a sentence like, for example, this: "If this game was... Tim/'s/stick/fungus... it would be... a/freaking/lovely/beefburger."

We do want...
Either a photo of the review on your fridge, or your 'sentence' written on a piece of paper. You don't have to *draw* the fridge magnet. Just, literally, type or write out your idea.

We don't want...
The entire contents of your fridge magnet sent in the post to us. The magnet is yours to keep. It's yours to impress your family and friends with at breakfast time. Or, whenever.

TIPS EXTRA

Want more from games you've already finished? All the help you need starts here...

Classic tip

DOOM 64

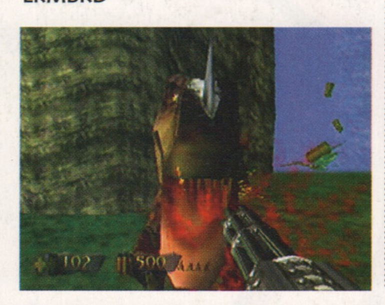
Enter the password W93M 7H2O BCYO PSVB for 100 health, 200 armour, all weapons, full ammo, a backpack, all the pentagrams for your laser, and a warp to the final level.



Turok: Dinosaur Hunter

Flying Turok

A new cheat for a classic old game – type this into the cheat screen and not only will you be able to walk through walls, you'll also be able to fly using the L and R buttons: **LKMBRD**



Forsaken 64





And still the cheats keep coming! This latest batch are pretty impressive and help immensely when battling against the evil MDF.

Freeze enemies

At the Game Paused screen press R, Z, Right on the D-pad, Right on the D-pad, Top-C, Left-C, Right-C, Bottom-C.

Infinite primary weapon

At the Game Paused screen press A, R, Z, Right on the D-pad, Top-C, Right-C, Bottom-C, Bottom-C.

Infinite secondary weapon

At the Game Paused screen press B, B, Z, Left on the D-pad, Left on the D-pad, Top-C, Left-C, Right-C.

Infinite Solaris

At the Game Paused screen press B, L, L, Z, Up on the D-pad, Down on the D-pad, Top-C, Top-C.

Infinite Titans

At the Game Paused screen press A, B, L, Up on the D-pad, Up on the D-pad, Top-C, Top-C, Left-C.



Infinite weapon energy

At the Game Paused screen press L, Z, Left on the D-pad, Right on the D-pad, Down on the D-pad, Down on the D-pad, Bottom-C, Bottom-C.

Invisibility

At the Game Paused screen press A, Z, Z, Up on the D-pad, Left on the D-pad, Left-C, Left-C, Bottom-C.

Kill enemies in one shot

At the Game Paused screen press B, B, B, L, R, Left on the D-pad, Down on the D-pad, Down on the D-pad.

Stealth mode

At the Game Paused screen press Up on the D-pad, Up on the D-pad, Up on the D-pad, Up on the D-pad, Right on the D-pad, Down on the D-pad, Left-C, Left-C.

Datel codes



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800. If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

GoldenEye PAL Version

Level Cheats

The Dam
Infinite ammo ....800BAB97 FFFF
Infinite health 810BA3DC 3F80

Facility
Infinite ammo ....8009DF97 FFFF
Infinite health 8109D7DC 3F80

Runway, Surface 1 and Depot
Infinite ammo ....800C0F97 FFFF
Infinite health 810C07DC 3F80

Bunker/Silo
Infinite ammo ....8009B797 FFFF
Infinite health 8109AFDC 3F80

Frigate
Infinite ammo ....800AE397 FFFF
Infinite health 810ADBDC 3F80

Surface 2
Infinite ammo ....800CD797 FFFF
Infinite health 810CCFDC 3F80

Statue
Infinite ammo ....800ACF97 FFFF
Infinite health 810AC7DC 3F80

Archives, Caverns, Cradle and Egyptian
Infinite ammo ....800B4797 FFFF
Infinite health 810B3FDC 3F80

Streets
Infinite ammo ....800BE797 FFFF
Infinite health 810BDFDC 3F80

Train, Jungle and Control Centre
Infinite ammo ....800A7F97 FFFF
Infinite health 810A77DC 3F80

Aztec
Infinite ammo ....80097B97 FFFF
Infinite health 810973DC 3F80

Open all Levels

For these codes to work you must have a copy of a saved game on the cart. To get it to work enter all these codes in one slot.

....81058950 0101
....80058952 000F
....80058954 000F
....80058956 000F
....80058958 000F
....8005895A 000F
....8005895C 000F
....8005895E 000F
....80058960 000F
....80058962 000F

The Cheat Menu

The codes below open all the cheats within the in-built cheat menu of the game. For these codes to work you need to have the menu already active.

All guns 80058593 0001
Bond invisible 8005859a 0001
DK mode 8005859c 0001
Enemy rockets 800585Ac 0001
Fast animation 800585Aa 0001
Infinite ammo 8005859b 0001
Invincible 80058592 0001
Line mode 80058597 0001
No radar (multi) 800585A7 0001
Paint ball mode 8005859F 0001
Slow animation 800585Ab 0001
Tiny bond 8005859E 0001
Turbo mode 800585A8 0001

SUPER MARIO 64

Unlimited Lives 803094DD 0064
Unlimited Energy/Breath 813094DE 08FF
Invisible Mario 803094E0 0020
Half Mario 803094E1 0000
Limbo Mario 8030961C 00C0
Mario Runs Backwards 8030961E 0080
Big Fist Mario 8030961B 0010
Unlimited Hat Usage ....813094E6 FFFF
No Power Display 803094E3 0001
Mario Runs Bent over 8030961C 0050
Strobe Mario 803094F0 0078
Rubber Walls ....81309434 FFFF
Crazy Camera 81309263 0095
Flat Mario 803094E4 0078
Jumping Hurts You 803094EC 0078
Die Before You've Moved 803094E2 0078

DIDDY KONG RACING

Version 1
Always Must Be On De000400 0000
50 Balloons 8020807d 0032
Activate All Cheats In List ....810dfe2e Ffff

Version 2
Always Must Be On De000400 0000
Have 50 Balloons 8020886d 0032
Have All Cheats ....810e03ae Ffff

BANJO-KAZOOIE

Please note: Use *Diddy Kong Racing* keycode.

Must be on codes
....DE000400 0000
....8124C628 1700
....812874C4 1700
....812D3F80 1300

Infinite lives 8038696B 0009
Infinite health 80386963 0008
....80386965 0001
Infinite red feathers 8038694F 00FF
Infinite gold feathers 80386953 00FF
Infinite eggs 80386947 00FF
Infinite notes 80386943 00FF
Infinite air 8038696E 000B
Infinite jigsaws 803869AB 00FF
Infinite skulls 803869A7 0008
Total notes all areas 803869D1 0064
....803869D3 0064
....803869D5 0064
....803869D7 0064
....803869D9 0064

NB: Due to the limits of the cartridge not all codes can be switched on at once. Please only have the codes that are necessary switched on at any one time.

NFL Blitz

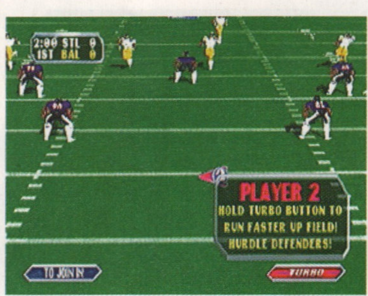


Here are some weird and wacky codes for *NFL Blitz* which have to be entered in the traditional *Mortal Kombat* way (i.e. by pressing Z, A or B the set number of times). Enjoy!

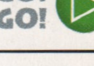
Enter these codes on the Matchup screen.

Big head team
2-0-3 Right
Bullet passes
2-5-0 Left
Fast passes
2-5-0-left
Fog on
0-3-0 Down
Headless team
1-2-3 Right
Hide name
1-0-2 Right
Huge ball
0-5-0 Down
Huge head
0-4-0 Up
Hyper Blitz
5-5-5 Up
Invisibility
4-3-3-up
Invisible
QB 3-4-2 Left
Late hits
0-1-0 Up
More speed
4-0-4 Left
Night game
2-2-2 Right
No CPU assistance
0-1-2 Down
No first downs
2-1-0 Up
No fumbles
4-2-3 Down
No head
3-2-1-left
No interceptions
3-4-4-up
No out of bounds
2-1-1 Left
No punting
1-5-1-u
No random fumbles
4-2-3 Down
Power blockers
3-1-2 Left
Power defence
4-2-1 Up
Power-up blockers
3-1-2-left
Power-up defence
4-2-1-up
Power-up offence
3-1-2-up
Power-up speed
4-0-4-left
Power-up team mates
2-3-3-up
Random players
1-1-5 Left
Show field goal %
0-0-1-down
Show more field
0-2-1 Right
Smart CPU
3-1-4-down
Thick fog
0-4-1 Down
Tiny players
3-1-0 Right
Tournament mode





1-1-1 Down
Turn off stadium
5-0-0 Left
Unlimited turbo
5-1-4 Up



GO! GO!



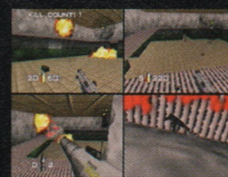
READERS' TOP TEN TIPS

This is the part of the mag where you send in all the discoveries you've made while playing your favourite N64 titles. Strange glitches that turn a character's hair pink or a super password that enables the player to become invincible – it's all here on this page!

So if YOU want to become a top ten tipster then fill out the form and send it to us at **N64**. Should your tip be printed, you'll receive an exclusive **N64** pin badge and if your tip is the best, you'll win a Makopad from Interact (01204 700139). Tell us about that bug then, and you could be a winner.









TOP TIP

1. GoldenEye
If you get bored of all the mindless violence (rarely happens, I know) try this little tip. Start a multiplayer game with remote mines and go on a level with an outdoors section (Stack is good). Player one has the AR33 and player two has the mines which he/she throws into the air while the other player blasts away. It's just like clay pigeon shooting!
Peter Turner, Cumbria

2. F-Zero X
To get incredibly low times in the death race mode choose a heavy vehicle, such as Crazy Bear, and set the gauge to high top speed and minimal acceleration. The moment the race starts, use your boosters to catch up with the others. Pull up alongside them and use your spin attack to plough sideways, thus eliminating them. Hit the brakes and use the spin to hit those behind you and repeat for the few stragglers remaining. My best time is 1'50"22.
Leo, via email

3. WWF Warzone
To get more points for your made up character (and thus making him/her stronger) win the following:
CHALLENGE Hard 4pts
RUMBLE Med 2pts Hard 3pts
GAUNTLET Med/Hard 2pts
VERSUS Hard 1pt
TAG Med/Hard 1pt
CAGE Med/Hard 1pt
WEAPONS Hard 1pt
Simon Nicoll, Essex

4. GoldenEye
Enable tiny Bond and start the Frigate level. Stay in the speedboat, turn around and duck down to see how messy James Bond really is.
Gareth Croson, Derbyshire

5. ISS '98
Win the cup on level 5 and go to the create a player option. You should now come across a selection of new heads for your footballer.
Chris Scott, Aberdeen

6. Cruis'n World
Select Mexico, and about halfway round the track you'll see a Temple on the right hand side of the road, on a left turn. Go through the bush in front and you'll find a shortcut.
Kristopher Chambers, Doncaster

7. Aero Gauge
Get a time ending in .64 and you can race as an N64 controller!
Harry Smith, Southend

8. Banjo-Kazooie
Whenever Snacker the evil shark tries to take a bite out of you, press Top-C to look at him and he should just disappear! You'll never be sharkfood again.
Anon, via email

9. GoldenEye
This isn't a cheat as such but it is something to try out. Simply stand at the bottom of a set of stairs and allow Bond to die, making sure that he's at the last step when he takes his last breath. Now watch the cut sequence and he will fly up the stairs!
Tim Smith, Dysenth

10. Diddy Kong Racing
Once you've finished the game properly you'll see some time trial scores come up after the credits. Jot these down and do your very best to beat them. If you're successful you're given a new high speed mode which leads to crazy races *and* enhances the multiplayer mode.
Colin Sales, Bishopton



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....
Address ....
....
....
....
....
Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

Despite being eternally shackled to N64s and the tea machine, certain members of the Hotline have, nevertheless, escaped from our reinforced and padded offices to the bright outside world. Momentarily startled by the open sky and slightly peeved that the glorious view from our office was, in fact, just enlarged postcards from Barbados stuck to the outside of our windows with Blu-tack, we wasted no time in making good our frantic bid for freedom.

In fact, it all turned out to be a cunning ploy, dreamed up by Mr Big and his cronies, to enable the Hotline to help with the recent flux of Nintendo's new television adverts that you've no doubt been viewing between your regular doses of South Park. By virtue of craftily placed, large signs announcing 'Hotline this way' and 'Free tea', us poor, misguided Hotline bods were manipulated into the studios where the filming for these adverts was taking place. Lulled into a false sense of security by the presence of Nintendo machines, the Hotliners were eventually persuaded to demonstrate their inane talents in front of the camera and the filming came to a successful conclusion. Hurrah, well that's enough excitement for this month, I believe. On with the other stuff...

Banjo-Kazooie

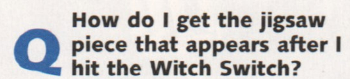
Following on from the previous instalment of common questions, here's the next three worlds.

Bubblegloop Swamp

Q Where can I find the second honeycomb piece? I've found one of them in the turtle, but not the other!



You'll find the tricky bugger in Mumbo's Hut. Jump up onto the ledges near the top of the room.

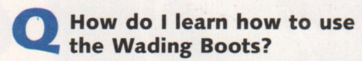


How do I get the jigsaw piece that appears after I hit the Witch Switch?



Facing Gruntilda's statue, go to the right and jump up to the top to find a Note door (260 notes are required to enter). Enter the Note door and go up the steps until you find a large vase. Go to the left and use the Rat-a-tat Rap attack to break the door blocked by sand bricks.

Go down the steps and stomp (Beak Bust) on the jump pad to make another jump pad appear next to the large vase. Return to the vase and use the pad to leap into the vase opening, which drops Banjo and Kazooie onto the jigsaw piece.



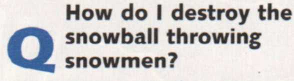
How do I learn how to use the Wading Boots?



Bottles can actually be found right near the entrance to Bubblegloop Swamp. When you first appear in the world, simply turn around and look for the molehill before you go over the first bridge.



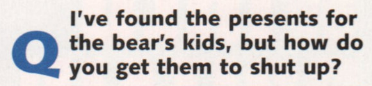
Freezeezy Peak



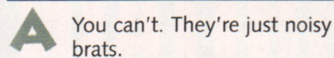
How do I destroy the snowball throwing snowmen?



Each one has a red 'X' on its hat. Fly and Beak-bomb them by hitting the red 'X'. The Beak-bomb is fairly challenging to use so it can be frustrating, especially when you're getting hit by snowballs.



I've found the presents for the bear's kids, but how do you get them to shut up?



You can't. They're just noisy brats.







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HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

Q I've hit the Witch Switch, and the jigsaw piece has appeared above the entrance to the course, but I can't jump up to get it, and I can't reach the flight pad in the cavern in time!

A First, go to the next world, Gobi's Valley, to learn how to use the Running Shoes. Now return to the entrance to Freezeezy Peak where you'll find a pair of running shoes which you can use to reach the flight pad. Once there, simply fly back through the tunnel to get the piece of jigsaw.
NB. If there is a spider's web over the flight pad, fire eggs to break through it.

Gobi's Valley

Q How do I get through the pyramid maze? I keep dying!

A From the start of the maze go left, down, and take the first right. At the first intersection, go left, take the first right and go up. Go right again, take the the next left and follow the one-way path to the exit.



Q How do I get into the sphinx?

A In front of the Sphinx there are two stone columns. Stand on either column, and shoot an egg into his nostril. Repeat from the other column and the entrance will be revealed.



Q How do I water the tree at the start of the level?

A If you've rescued the camel from the island near the back of the course, he will be lying in front of the tree. Beak Bust on his back to make him spit water onto the tree!




Mortal Kombat 4

Standing in the middle of the street with your arms outstretched shouting '*Mortal Kombat*' at the top of your voice is not particularly cool, but these cheats are... Put a bit of gore back in your life!

Play As Meat

He looks like: a bloody skeleton.
How to do it:
On the title screen, choose Arcade and then choose One-on-One Battle. On the Character Select screen have Player One choose the Group button for you to play. Have Player One keep winning and keep choosing the Group button until all the characters have been chosen and Player One has won all the battles. After every character has been picked and won, choose any character and he will look like a bloody skeleton (Meat), but will have the moves and fatalities of the character you choose.

Play As Noob Saibot

He looks like: a ninja wearing black.
How to do it:
Enter the Secret Options menu. On the character select screen, choose the hidden cursor with the A button so your cursor disappears. On the D-Pad or analogue, press Up, Up, Left, then press Run and Block simultaneously (default buttons are Left-C and Bottom-C). When the match starts you'll be playing as Noob Saibot!

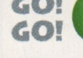
Play As Goro

Let's face it, most of us would give our right arm for two right arms...
How to do it:
You must first enter the Secret Options Menu. When you're on the character select screen, choose the Hidden cursor with the A button so your cursor disappears. On the D-Pad or analogue, press Up, Up, Up, Left, then press Run and Block simultaneously (Default buttons are Left-C and Down-C). When the match starts you'll be playing as Goro!
(Hidden characters will not be saved to the controller pak. You will need to re-enter the codes if you switch off the machine.)

Secret Options Menu

On the Title Screen, choose Options. Highlight Continues and hold Run and Block simultaneously (Default buttons are Left-C and Bottom-C) until you appear inside a special secret options menu. To exit the menu highlight Exit and press A.

Options Available To Change:
Endings: On/Off. Default Off.
If you choose On, the game will automatically end after you've defeated the first character in Arcade Mode. And you can view the ending.
Fatalities 1: On/Off. Default On.
Use uppercut (Down+HP) to perform one of the character's fatalities.
Fatalities 2: On/Off. Default On.
Use uppercut to perform the character's other fatality.
Level Fatalities: On/Off. Default On.
Use uppercut to perform a stage fatality for the current stage.
(For Fatalities 1, Fatalities 2 and Level Fatalities, although all three codes may be enabled, only the topmost code that's turned on will be active.)

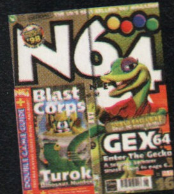
GO! GO!



Back issues

Issues 1-15 SOLD OUT!



You can get them here and incredibly simple it is too. Now what are you waiting for then? Go on, there'll be worth a fortune in a few year's time!



ISSUE 16
The Gex Edition

We take a look at *Gex: Enter the Gecko* and all the other adventure games due to make an appearance on the N64. There're reviews of *World Cup '98*, *Forsaken* and *Rampage* plus tips for *Yoshi's Story*, *Mystical Ninja* and *Quake*.
● Issue 16's Double Game Guide + tipped *Blast Corps* and *Turok: Dinosaur Hunter*.



ISSUE 17
The E3 Edition

Tim trawled through the huge E3 games show in Atlanta and came home with a suitcase stuffed full of hot information. We managed to cram it all into this biggest ever issue and even left some room for guides on *Forsaken*, *WCW*, *World Cup '98* and *Quake*. ● The Double Game Guide + tipped *Fighters Destiny* and *Snowboard Kids*.



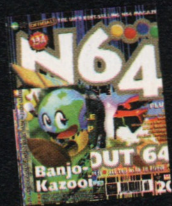
ISSUE 18
The Banjo Edition

A huge game deserves a huge review so we devoted 14 pages to the superb *Banjo-Kazooie*. There's also a review of *NBA Courtside*, a special look at everything we know about *Zelda*, a whole feature on DMA and tips on watery puzzler, *Wetrix*.
● The Double Game Guide + tipped *Top Gear Rally* and *Shadows of the Empire*.



ISSUE 19
The Turok 2 Edition

Acclaim's new dinosaur basher looks absolutely fantastic and certainly warrants a huge Special Investigation. We reviewed *Mission Impossible* and the Japanese version of futuristic racer *F-Zero X* in this packed issue and there was also a huge level-by-level guide to Banjo-Kazooie. ● Issue 19's Double Game Guide + tipped *Yoshi's Story* and *Pilotwings*.



ISSUE 20
The Wipeout Edition

An exclusive *Wipeout* preview kicked off issue 20. There were also reviews of the superb *ISS '98*, *Buck Bumble* and the mighty *F1 World Grand Prix*. Tips tackled *WWF Warzone* and Max had a thorough look at *Pocket Monsters Stadium*. ● The Double Game Guide + was completely devoted to *Banjo-Kazooie* and there was a great *Wipeout* poster mag too.



ISSUE 21
The Turok 2 Edition (again)

Better than *GoldenEye*? That was the question we asked of *Turok 2*. Find out how it measured up here. We also reviewed *1080°* and tipped the fabulous *ISS '98*.
● *Forsaken* and *Mystical Ninja* appeared in the DGG + and we also gave away a complete *Mission: Impossible* playing guide and a console sticker worth £10!

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon opposite, by phone on (01458) 271124, or by e-mail at subs@futurenet.co.uk

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Today N64 Magazine tackles jealousy.

Look around your living room or study at home and tell us what you see. A television? A stereo? Well we guessed that already but you neglected to mention the rather impressive trophy collection that your dad is so proud of, didn't you? We're sure you look at it sometimes and wish that you had a few awards to dust, clean and generally show-off as well.

Well **N64** Magazine can help. No, we haven't got any fake Best Loafer trophies (shame on you for thinking that – a plague of *Cruis'n USA*s upon your house) but we can help you to start your own collection of prestigious awards with a rare-as-hen's-teeth Skill Club 64 certificate. Each one has been carefully crafted using knowledge handed down through the generations, and will easily outshine the Pub Quiz League gongs and Ladies Darts Championship awards other members of your family keep. The key to filling your trophy cabinet is simple but tough. Complete at least three of our challenges to receive a Bronze certificate, seven or more for Silver, and at least ten challenges for the much sought-after Gold certificate.

And that's it – three trophies for you to start your collection with. If your cabinet still looks a little bare then why not decorate it with a few photos – pics of your scores, or perhaps the triumphant look on your face as you completed the last challenge? You could get them framed – it's up to you!

And as a special prize, from now on, whoever makes it to the top of the tree i.e. the Gold club a brand new Manta Ray controller will be winging its way to their homes. Courtesy of Nugen (01992 707407), the pad scored an impressive 91% in issue 20, where we rated it as probably the best third party pad. If that doesn't impress your friends, then nothing will.

gold club complete 10 challenges

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René Laurent, Ireland	Stephen McMahon, Co. Down
Stephen Lockhart, Ireland	John Kostons, Nederland
Andrew McGrae, Southport	Piet dem Dulk, Holland
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Graham Underwood, Cumbria	Andrew Mills, Londonderry

silver club complete 7 challenges

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Richard Davies, Rotherham	A,B,D,E,F,I,J
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David Keane, Sandwich	A,B,C,D,E,G,H,I,J



bronze club complete 3 challenges

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Chris Knowles, Cheshire	A,B,D
Turo Halinen, Finland	A,D,K
Dennis Schuh, Holland	A,C,D
Niall Quigley, Co. Tyrone	A,B,H
Guy Burdge, Somerset	A,D,E
Brian Davidson, Co. Tyrone	A,B,D
Scott Butler, Co. Armagh	A,C,G
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Alastair Edwards, London	A,D,J
Paul Shinn, Deptford	A,I,K
Oliver Carson, Devon	A,C,D
Christopher Balzan, Kent	A,D,F
John Davies, Staffordshire	A,D,F
Steven Ward, Hawes	A,B,D
Steven Mai, Staffordshire	A,C,D
Daniel Green, Thornton	A,C,D
Ben Dawson, Sheffield	C,D,J

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Marc Edgeworth, Gloucester	A,F,G
Chris Pitchell, Bristol	A,B,I
Harrison Bolt, Surrey	A,B,F
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Alun Thomas, Haverfordwest	A,F,J
Mark Aquilina, Malta	A,B,I
Gokhan Kurt, London	C,H,I
Paul Jerome, London	A,C,D
Anthony Gruitt, Sittingbourne	C,D,F
Raymond Wan, Cheshire	A,B,D
Robert Clark, Kent	A,B,D
John Stackhouse, Walsall	A,B,D
Lee Fletcher, Halifax	A,D,I
Myles Giles, Huddersfield	A,D,I
James McKeown, Ayr	B,D,I
Adam Skeggs, Leicester	A,C,H
Nader Kohbodi, Anglesey	A,D,E
Christopher Thompson, Co. Antrim	A,D,E
Plemis Luijnenburg, Holland	A,I,J
Chris Tate, Tyne and Wear	A,G,I
Manolis Kalaitzake, Cork	A,D,E
Neil Keery, Co. Down	A,B,E
Reuben Barker, East Sussex	A,C,D
Peter Bowden, Manchester	A,B,F
Craig Thomas, South Wales	A,G,H
David Heath, East Sussex	A,D,E
Kari Bogdanoff, Finland	A,G,J
Donique Visser, Holland	A,B,K
David Grice, West Bromich	A,D,I
Jimi McGuinty, Cheshire	C,D,E
Mark Anthony Say, Cleveland	A,D,E
Daniel Green, Cleveleys	A,C,D
Laurie Eggleston, Kent	B,C,J
Lochlan McBride, Australia	A,D,F
Gavin Major, Worcestershire	A,B,D
Michael Lam, Southport	A,B,I
Andrew Gray, Oban	A,C,D
Andrew Robinson, Darlington	A,B,C
Steven Woolley, Norfolk	A,B,D
Kristof Villers, Belgium	A,D,F
Paul Mann, Evesham	A,B,D
Edward Lunn, West Sussex	A,B,C
Frederic Azais, Canada	A,B,D
David Conroy, Accrington	C,E,F
Robert Moore, Co. Cork	A,C,E
Paul Northend, Middlesborough	A,C,F
Paul Davies, Edmonton	B,E,G,I
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I
Chris Thomas, Wallington	A,B,C,I
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Neil Williamson, Nottingham	A,B,C,F
Aidan Murray, Co. Cork	A,B,D,H
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford	A,C,D,F
Alain Keersmaekers, Belgium	A,B,F,J
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Morten Tronstad, Norway	A,B,C,I
Martin Cater, Hucknall	A,B,C,G
Philipp Sokolean, Switzerland	A,B,D,I
Afong Toh, The Netherlands	A,C,H,I
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J

Name	Completed
Christopher McCabe, County Down	A,B,D,F
Raymond Wells, Essex	A,B,F,H
Ed Higgins, Essex	A,B,G,I
Joel Radford, Australia	A,B,C,D
Stuart Derbyshire, Bolton	A,B,D,G
Griffin Leadabrand, Australia	A,D,F,I
Kane Dorey, Jersey	A,B,D,H
David Dixon, Cumbria	A,D,F,G
Matthew Wilkins, Wiltshire	A,B,D,E
Richard Woodall, New Zealand	A,C,D,G
Martin Drew, Bognor Regis	A,D,G,J
David Park, Tyne and Wear	A,D,F,G
James Garrity, Liverpool	A,B,D,E
Michael Williams, Cardiff	D,H,I,K
Martin Flyn, Kent	A,C,D,F
Mikael Bogdanoff, Finland	A,F,I,J
Tom Carver, Devon	A,C,H,I
Steven Goacher, Surrey	A,B,D,H
Kevin Gurton, Kent	A,B,D,I
John Brockie, Cumbria	A,B,C,D
David and Chris Mason, Plymouth	A,B,D,I
Scott Winterburn, Norfolk	A,D,G,I
Jesus R. Membrive, Spain	A,D,G,I
Antonio V. Carmona, Spain	A,D,G,I
Alain Keersmaekers, Belgium	A,B,C,F,J
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Kevin Loughlin, Slough	A,B,C,E,F
James Hegarty, Belfast	A,B,F,G,J
Nick Taverner, Suffolk	A,B,C,D,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Charles Ayesa, Australia	A,B,D,G,H
Mark Green, Cheltenham	A,C,D,F,H
Chris Kerry, Essex	A,B,C,F,I
Daniel Metcalf, Norwich	A,C,D,F,G
Gearoid Reidy, Co. Offaly	B,C,D,E,G
Griffin Leadebrand, Australia	A,B,D,F,I,
Michael Middleton, Huddersfield	A,B,C,D,H
Richard Brady, Essex	A,D,F,H,I
Lawson Gavin, Co. Offacy	B,C,D,E,G
Steven Bigham, Whitburn	A,C,F,H,I
Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Andre Bifleuen, Holland	A,B,E,G,I
Roger King, Suffolk	A,B,D,F,I
Ryan Bledsoe, Knaresborough	A,B,D,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Joshua Takaoka, Newbury	A,B,C,D,G,I
James Register, Surrey	A,B,C,D,F,H
Stephen Mansfield, Derby	A,B,C,D,E,J
Jack Gilbey, Bridgeport	A,B,C,D,F,I
Chris Smith, Tyne and Wear	A,B,C,D,I,K
Chris Gray, Fife	A,C,D,F,H,I
David Taylor, Fife	A,C,D,F,H,I
Justin Servis, Co. Roscommon	A,D,E,G,H,I







challenge A — *Super Mario 64*



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge  B — *Diddy Kong Racing*



What you must do: Finish the game in mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful Tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.

challenge  C — *Lylat Wars*

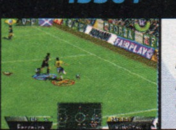


What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Issue 8's free poster and the DGG + with issue 13.

challenge D — *GoldenEye 007*

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge  E — *ISS64*



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge  F — *Mario Kart 64*



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — *Pilotwings*



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — *Turok: Dinosaur Hunter*



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge  I — *Blast Corps*



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — *Wave Race 64*



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — *Yoshi's Story*



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — *Banjo-Kazooie*



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful Tips: A huge guide in issue 19 and the Double Game Guide + on the front of issue 20.

the rules

GAME BOY CAMERA PICTURES NOW ACCEPTED

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in:

	A *Super Mario 64*		G *Pilotwings 64*
	B *Diddy Kong Racing*		H *Turok: Dinosaur Hunter*
	C *Lylat Wars*		I *Blast Corps*
	D *GoldenEye 007*		J *Wave Race 64*
	E *ISS64*		K *Yoshi's Story*
	F *Mario Kart 64*		L *Banjo-Kazooie*

Please send my badge and certificate to:

Name ....

Address ....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*



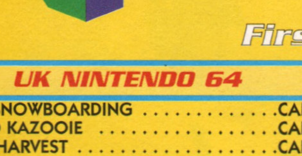
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BODY HARVEST .... CALL
F-ZERO X .... CALL
F1 WORLD GP .... CALL
MISSION IMPOSSIBLE .... CALL
MORTAL KOMBAT 4 .... CALL
TUROK 2 .... CALL
WIPEOUT 64 .... CALL
ZELDA 64 .... CALL

US NINTENDO 64

BANJO KAZOOIE .... CALL
BODY HARVEST .... CALL
BOMBERMAN HERO .... CALL
BUST A MOVE 3 .... CALL
CONKER 64 .... CALL
DUKE NUKEM: TIME TO KILL .... CALL
EXTREME G 2 .... CALL
F-ZERO X .... CALL
F1 WORLD G.P .... CALL
GEX 64 .... CALL
I.S.S 98 .... CALL
MISSION IMPOSSIBLE .... CALL
SAN FRANCISCO RUSH 2 .... CALL
TOP GEAR OVERDRIVE .... CALL
TUROK 2 .... CALL
WIPEOUT 64 .... CALL
ZELDA 64 .... CALL

JAP SATURN

CAPCOM GENERATIONS 1, 2, 3, 4, & 5 .... CALL
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MARVEL V'S STREETFIGHTER .... CALL
RADIANT SILVERGUN .... CALL
VAMPIRE SAVIOUR .... CALL
X-MEN V'S STREETFIGHTER .... CALL

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GRANSTREAM SAGA .... CALL
KARTIA .... CALL
KINGS FIELD 2 .... CALL
PARASITE EVE .... CALL
SAGA FRONTIER .... CALL
TACTICS OGRE .... CALL
TALES OF DESTINY .... CALL
WILD ARMS .... CALL
XENOGEARS .... CALL

UK PLAYSTATION

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MEDIEVIL .... CALL
SPYRO THE DRAGON .... CALL
TOCA 2 .... CALL
TOMB RAIDER 3 .... CALL
WILD ARMS .... CALL

US PLAYSTATION

BUSHIDO BLADE 2 .... CALL
DUKE NUKEM: TIME TO KILL .... CALL
METAL GEAR SOLID .... CALL
ROGUE TRIP .... CALL
SPYRO THE DRAGON .... CALL
TENCHU .... CALL

COLOUR GAMEBOY

COLOUR GAMEBOY UNIT .... CALL
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FINAL FANTASY LEGEND
FINAL FANTASY LEGEND 2
FINAL FANTASY LEGEND 3
POKEMON (RED & BLUE)

GUIDEBOOKS

LARGE RANGE OF GAME GUIDEBOOKS AVAILABLE

JAP PLAYSTATION

CAPCOM GENERATIONS 1, 2, 3, 4, & 5 .... CALL
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FINAL FANTASY 8 .... CALL
RIDGE RACER 4 .... CALL

SUPER NINTENDO

SUPER MARIO R.P.G - US VERSION - BACK IN STOCK!!
SECRET OF EVERMORE

DREAMCAST

DREAMCAST UNIT (NOV 27TH) .... CALL
SEGA RALLY 2 .... CALL
SONIC ADVENTURE .... CALL
VIRTUA FIGHTER TEAM BATTLE .... CALL

For any game not listed please call





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We wanted every jigsaw, every note, and every honeycomb. We offered cash. Early indications are... Possible jackpot!

CLOSING DATE EXTENSION get your entries in by the 2nd November!

You've sent us bags of very impressive entries for issue 21's cash-for-times competition, and our team of expertly trained mutant spider monkeys with brains the size of beach balls are, as you read these words, opening letters, sorting photos, and generally doing all the moving and shaking necessary to get such an expansive set of compo results ready in time for issue 23.

Don't worry if you've only just sent off your entry in the last day or so – we've extended the deadline slightly to get as many of your entries in as possible. Everything we receive by the 2nd November will be included.

Judging by what we've seen so far it isn't going to be easy to win the cash, particularly on the earlier levels like Mumbo's Mountain and Treasure Trove Cove. But some of you will no doubt be kicking yourselves when you see the times achieved on the last few levels. As for the first prize though, the big one and all that, the very first entry we received looks bomb proof. The challenge was for the lowest total game time. The target was 5:30. The first entry we got? 2:54. Beat that.

If you've sent in something better though, we'll be duly astonished and impressed, and that crisp wad of tenners will be winging its way to you by the time issue 23 comes around. Just thought we'd better keep you posted.

The Prizes!

Here's what's at stake: Money! Cash! The old folding stuff! In large enough amounts to buy yourself a brand new game. Win at Click Clock Wood and you could afford *Zelda*. Win at Mumbo's Mountain and you could buy yourself a shiny new copy of *Cruis'n World*. Yay!

MUMBO'S MOUNTAIN	TREASURE TROVE COVE	CLANKER'S CAVERN	BUBBLEGLOOP SWAMP	GOBI'S VALLEY
£30	£30	£30	£30	£30
FREEZEEZY PEAK	**MAD MONSTER MANSION**	**RUSTY BUCKET BAY**	**CLICK CLOCK WOOD**	**TOTAL GAME TIME**
£30	£50	£50	£50	£100



I'M THE BEST

Even if you couldn't make it in time for the cash compo, our I'm The Best leagues are always open for business, and we want to see if you can still race through *Banjo-Kazooie* as quickly when there's no money at stake. After all, there's the prestige of seeing your name sitting proudly on top of the table, and you can't put a price on that can you?

Keep sending your Banjo records to:
I'm the Best, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW

I'M THE BEST

It's time to scale the Mountain o'Mail. Gulp.

We summoned up all our courage and edged slowly towards the corner of the room – the fearsome shadow on the wall left us with no illusions as to the size of our task. With letter openers at the ready we took a few steps closer. An ominous rumbling announced the Tower's evil intent. Collapse was imminent. Escape was impossible. Run away! Run away! Help!!!

Then we woke up. Was it all a dream? We certainly hope so, but there was that little matter of how a few letters got stuck to the ceiling…

Star Performance

Yet again we found it hard to pick a single winner for the Star Performance award because there were so many of you with amazing scores and times. But in the end, after careful thought we decided to give it to… Rob Young of Hull. His driving skills on *Top Gear Rally* have not only earned him first place on the leaderboard but also the respect of many other *TGR* drivers. Well done Rob, and if anyone else out there has accomplished something they think is worth a mention in this little box then LET US KNOW!



NEW HIGH SCORE!



WIN A CONTROLLER!

We always enjoy seeing a bit of healthy competition when it comes to scores in I'm the Best, and we especially enjoy seeing previous scores decimated. David Baker from Lancashire has really outdone himself with an absolutely brilliant performance on *Wetrix*. He managed to achieve the highest *Wetrix* score we've ever seen – a massive 48,104,283 points!!! Congratulations David, a Makopad (Interact: 01204 700139) is heading your way.

And on to this issue's challenge. We want you to get practising on *1080° Snowboarding*'s Trick Contest. If you can beat around 6000 points then you're in with a chance of winning that controller. The highest score wins. Good luck everybody!



THIS MONTH'S SCORE TO BEAT
Over 6,000 points on *1080°*'s Trick Contest

BANJO-KAZOOIE

MUMBO'S MOUNTAIN

1	6:47	Confirmed	*Daniel Dunn, Lincolnshire*
2	7:11	Confirmed	*Jochem Verheijde, Holland*
3	7:12	Confirmed	*Euan Craig, Penicuik*
4	7:30	Confirmed	*Michael Williams, Cardiff*
5	7:32	Confirmed	*Gavin Major, Worcs*
6	7:50	Confirmed	*Chris Francis, Liverpool*
7	7:54	Confirmed	*Brett Slader, Australia*
8	7:55	Confirmed	*Andrew Mills, Dundee*
9	7:58	Confirmed	*George Costaza, Ireland*
10	8:41	Confirmed	*Adam Staff, Bognor Regis*
11	8:48	Confirmed	*Eric Milne, Scotland*
12	8:53	Confirmed	*Stuart Johnsen, N'thmberlnd*
13	9:00	Confirmed	*Chris Selman, Cheltenham*
14	9:10	Confirmed	*Jason Howard, Jersey*
15	9:11	Confirmed	*Morten Tronstad, Norway*
16	9:12	Confirmed	*Chris Pointer, Westerhope*
17	9:16	Confirmed	*Daniel Syversen, Norway*
18	9:18	Confirmed	*Alex Deas, Hawick*
19	9:27	Confirmed	*Andrew McGrae, Southport*
20	9:28	Confirmed	*Jeremy French, E. Sussex*

GOLDENEYE 007

FASTEST 00 AGENT TIMES

Caverns			
1	1:11	Confirmed	*Michael Williams, Cardiff*
2	5:40	Confirmed	*David Nicol, Cambridge*
3	6:48	Confirmed	*Andrew Mills, Dundee*
4	6:56	Confirmed	*Daniel Dunn, Lincolnshire*
Bunker 2			
1	0:31	Confirmed	*Michael Williams, Cardiff*
2	2:04	Confirmed	*David Nicol, Cambridge*
3	2:56	Confirmed	*Andrew Mills, Dundee*
4	3:06	Confirmed	*Daniel Dunn, Lincolnshire*
5	10:26	Confirmed	*Manolis Kalaitzake, Cork*
Control			
1	4:58	Confirmed	*Michael Williams, Cardiff*
2	7:24	Confirmed	*David Nicol, Cambridge*
3	7:29	Confirmed	*Andrew Mills, Dundee*
4	9:22	Confirmed	*Manolis Kalaitzake, Cork*
5	12:46	Confirmed	*Daniel Dunn, Lincolnshire*

SUPER MARIO 64

(PAL)

Peach Slide			
1	0'12"7	Confirmed	*Stelios Giamarelos, Greece*
2	0'12"9	Confirmed	*Dave Bloemer, Holland*
3	0'12"9	Confirmed	*Peter Shaw, Derbyshire*
4	0'13"0	Confirmed	*Trev Henderson, Harrogate*
5	0'13"0	Confirmed	*Marc Bennett, Newcastle*

MARIO KART 64

(PAL)

Luigi Circuit

1	1'29"25	Confirmed	*Alan Dundas, Arbroath*
2	1'33"67	Confirmed	*Graham Francis, Cronleigh*
3	1'36"46	Confirmed	*Stelios Giamarelos, Greece*
4	1'36"86	Confirmed	*Orestis Giamarelos, Greece*
5	1'39"38	Confirmed	*Martin Conroy, Leeds*

Royal Raceway

1	2'05"13	Confirmed	*Anthony Gruitt, Kent*
2	2'06"28	Confirmed	*Stelios Giamarelos,Greece*
3	2'08"03	Confirmed	*Orestis Giamarelos,Greece*
4	2'08"14	Confirmed	*Steven Swartjes, Holland*
5	2'08"62	Confirmed	*Martin Conroy, Leeds*

Koopa Troopa Beach

1	1'29"21	Confirmed	*Alan Dundas, Arbroath*
2	1'30"89	Confirmed	*Sam York, Bristol*
3	1'33"28	Confirmed	*Anthony Gruitt, Kent*
4	1'37"01	Confirmed	*Thomas Foster, Derby*
5	1'38"31	Confirmed	*Steve Ridley, Ramsgate*

Frappe Snowland

1	00'22"43	Confirmed	*Jon Willetts, Cheshire*
2	00'23"98	Confirmed	*Tim Wiles, Cardiff*
3	00'27"45	Confirmed	*Alan Pierce, Salisbury*
4	00'27"72	Confirmed	*Rob Pierce, Salisbury*
5	00'29"10	Confirmed	*M. Cunningham, Australia*

Bowser's Castle

1	2'08"44	Confirmed	*Alan Dundas, Arbroath*
2	2'16"47	Confirmed	*Anthony Gruitt, Kent*
3	2'16"76	Confirmed	*Martin Conroy, Leeds*
4	2'17"11	Confirmed	*Stelios Giamarelos, Greece*
5	2'17"15	Confirmed	*Orestis Giamarelos, Greece*

Banshee Boardwalk

1	2'03"98	Confirmed	*Alan Dundas, Arbroath*
2	2'04"76	Confirmed	*Anthony Gruitt, Kent*
3	2'05"76	Confirmed	*Stelios Giamarelos, Greece*
4	2'05"95	Confirmed	*Orestis Giamarelos, Greece*
5	2'08"77	Confirmed	*Rob Pierce, Salisbury*

(NTSC)

Luigi Circuit

1	1'21"94	Confirmed	*Arthur Van Dalen, Holland*
2	1'27"66	Confirmed	*George Papapetrou, London*
3	1'31"30	Confirmed	*Tatu Luostarinen, Finland*
4	1'40"23	Confirmed	*Marc Dupont, Guernsey*
5	1'42"76	Confirmed	*Steven Dyson, Poulton Le Fylde*

Mario Circuit

1	0'54"01	Confirmed	*Tatu Luostarinen, Finland*
2	0'54"32	Confirmed	*Andrew Mills, Londonderry*
3	0'54"46	Confirmed	*George Papapetrou, London*
4	0'54"58	Confirmed	*Marc Dupont, Guernsey*
5	0'54"64	Confirmed	*Steven Dyson, Poulton Le Fylde*

Royal Raceway

1	1'46"68	Confirmed	*Andrew Mills, Londonderry*
2	1'48"28	Confirmed	*George Papapetrou, London*
3	1'48"73	Confirmed	*Tatu Luostarinen, Finland*
4	1'49"63	Confirmed	*Steven Dyson, Poulton Le Fylde*
5	1'50"09	Confirmed	*Arthur Van Dalen, Holland*

STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	*Phil Hughes, Widnes*
2	275	Confirmed	*Greg Ihnatenko, Cheshire*
3	270	Confirmed	*Jon Davies, Wallingford*
4	266	Confirmed	*Piet dem Dulk, Holland*
5	265	Confirmed	*Neil Friedman, Whitefield*

Total Hits

1	2212	Confirmed	*Robert Kloosterhuis, Holland*
2	2212	Confirmed	*Jon Davies, Wallingford*
3	2150	Confirmed	*Jan-Erik Spangberg, Sweden*
4	2120	Confirmed	*Greg Ihnatenko, Cheshire*
5	2065	Confirmed	*Piet dem Dulk, Holland*

TOP GEAR RALLY

(PAL) NO SECRET CARS

Coastline

1	3'18"30	Confirmed	*Martin Conroy, Leeds*
2	3'20"82	Confirmed	*Paul Simcox, Peterborough*
3	3'21"90	Confirmed	*Simon Madsen, Denmark*
4	3'24"18	Confirmed	*David Money, Nuneaton*
5	3'26"10	Confirmed	*N Cade-Westcombe, M. Keynes*

Strip Mine

1	2'52"55	Confirmed	*Rob Young, Hull*
2	2'56"19	Confirmed	*Simon Madsen, Denmark*
3	2'56"43	Confirmed	*Martin Conroy, Leeds*
4	2'58"67	Confirmed	*Colin Shields, Co. Down*
5	2'59"43	Confirmed	*Jan-Erik Spangberg, Sweden*

WETRIX

CLASSIC MODE (PAL)

1	48104283	Confirmed	*David Baker, Lancashire*
2	42395932	Confirmed	*Phi Dany, London*
3	42171264	Confirmed	*Christine Allum, Nottingham*
4	42127904	Confirmed	*Tom Cock, Twyford*
5	36224708	Confirmed	*David Gibson, Hants*

FIGHTER'S DESTINY

FASTEST (PAL)

1	0'33"434	Confirmed	*Wajahat Ali, Blackburn*
2	0'34"78	Confirmed	*Simon Shepherd, E. Sussex*
3	0'36"39	Confirmed	*Andrew Mills, Dundee*
4	0'36"63	Confirmed	*Anthony Kay, Cheshire*
5	0'44"40	Confirmed	*Tom Shepherd, E. Sussex*

DIDDY KONG RACING

(PAL)

Ancient Lake

1	0'36"20	Confirmed	*Stuart Richards, Surrey*
2	0'38"40	Confirmed	*Beckie Haskins, Southsea*
3	0'40"60	Confirmed	*Stelios Giamarelos, Greece*
4	0'41"13	Confirmed	*Orestis Giamarelos, Greece*
5	0'42"03	Confirmed	*Adam Charlton, Huntingdon*

Fossil Canyon

1	1'02"81	Confirmed	*Stuart Richards, Surrey*
2	1'06"53	Confirmed	*Adam Charlton, Huntingdon*
3	1'07"11	Confirmed	*Stelios Giamarelos, Greece*
4	1'08"33	Confirmed	*Beckie Haskins, Southsea*
5	1'08"54	Confirmed	*Orestis Giamarelos, Greece*

Hot Top Volcano

1	0'53"93	Confirmed	*Stuart Richards, Surrey*
2	1'00"81	Confirmed	*Stelios Giamarelos, Greece*
3	1'01"96	Confirmed	*Beckie Haskins, Southsea*
4	1'02"95	Confirmed	*Orestis Giamarelos, Greece*
5	1'15"75	Confirmed	*Richard Dunn, Lincolnshire*

Jungle Falls

1	0'41"70	Confirmed	*Stuart Richards, Surrey*
2	0'43"53	Confirmed	*Stelios Giamarelos, Greece*
3	0'43"65	Confirmed	*Adam Charlton, Huntingdon*
4	0'44"74	Confirmed	*Orestis Giamarelos, Greece*
5	0'46"35	Confirmed	*Ciaran McDermott, Ireland*

Walrus Cove

1	1'30"35	Confirmed	*Stuart Richards, Surrey*
2	1'36"55	Confirmed	*Adam Charlton, Huntingdon*
3	1'37"10	Confirmed	*Ciaran McDermott, Ireland*
4	1'38"15	Confirmed	*Beckie Haskins, Southsea*
5	1'39"29	Confirmed	*Stelios Giamarelos, Greece*

Crescent Island

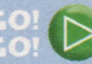
1	1'06"43	Confirmed	*Stuart Richards, Surrey*
2	1'09"01	Confirmed	*Stelios Giamarelos, Greece*
3	1'10"57	Confirmed	*Orestis Giamarelos, Greece*
4	1'14"26	Confirmed	*Ciaran McDermott, Ireland*
5	1'14"31	Confirmed	*Richard Dunn, Lincolnshire*

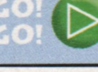
Windmill Plains

1	1'25"43	Confirmed	*Stuart Richards, Surrey*
2	1'33"67	Confirmed	*Stelios Giamarelos, Greece*
3	1'35"45	Confirmed	*Adam Charlton, Huntingdon*
4	1'36"61	Confirmed	*Orestis Giamarelos, Greece*
5	1'42"15	Confirmed	*Ciaran McDermott, Ireland*

Darkmoon Caverns

1	1'42"60	Confirmed	*Stuart Richards, Surrey*
2	1'49"03	Confirmed	*Richard Dunn, Lincolnshire*
3	1'49"63	Confirmed	*Beckie Haskins, Southsea*
4	1'49"75	Confirmed	*Adam Charlton, Huntingdon*
5	1'50"70	Confirmed	*Richard Dunn, Lincolnshire*





SNOWBOARD KIDS

(PAL)

Stunt Game			
1	9999	Confirmed	Mario Siouyis, Greece
2	9998	Confirmed	Stelios Giamarelos, Greece
3	9040	Confirmed	Ed Higgins, Essex
4	8940	Confirmed	Robert Hollinshead, Kent
5	7684	Confirmed	Matt Peck, East Sussex
6	7240	Confirmed	Olav Vassend, Norway
7	6944	Confirmed	T. Egerton-Jones, Liverpool
8	6572	Confirmed	Luke Porter, Belfast
9	6400	Confirmed	Rob Davies, Swansea
10	5520	Confirmed	Robert Gallagher, S'hampton

Rookie Mountain	speed game		
1	00'26"36	Confirmed	Graeme Robb, Scotland
2	00'26"43	Confirmed	Mario Sioutis, Greece
3	00'26"46	Confirmed	Al Pierce, Salisbury

Big Snowman	speed game		
1	01'37"46	Confirmed	Donique Visser, Holland
2	01'37"66	Confirmed	Mario Sioutis, Greece
3	01'38"33	Confirmed	Al Pierce, Salisbury

Sunset Rock	speed game		
1	01'35"33	Confirmed	Mario Sioutis, Greece
2	01'35"40	Confirmed	Donique Visser, Holland
3	01'36"46	Confirmed	Kern Young, Somerset

Night Highway			
1	1'29"76	Confirmed	Al Pierce, Salisbury
2	1'29"86	Confirmed	Donique Visser, Holland
3	1'30"33	Confirmed	Mario Sioutis, Greece

Grass Valley			
1	1'42"13	Confirmed	Mario Sioutis, Greece
2	1'42"53	Confirmed	Simon Jeffree, Northampton
3	1'42"70	Confirmed	Donique Visser, Holland

Dizzy Land			
1	1'36"06	Confirmed	Mario Sioutis, Greece
2	1'36"33	Confirmed	Ad Durpack, N'cstle-u-Tyne
3	1'36"43	Confirmed	Donique Visser, Holland

Quicksand			
1	1'36"23	Confirmed	Aaron Martin, Bristol
2	1'36"46	Confirmed	Mario Sioutis, Greece
3	1'36"50	Confirmed	Donique Visser, Holland

Silver Mountain			
1	1'45"26	Confirmed	Guy Cotton, Essex
2	1'45"33	Confirmed	Donique Visser, Holland
3	1'45"40	Confirmed	Kevin Seeney, Suffolk

Ninja Land			
1	00'22"96	Confirmed	Andy Palmer, Herts
2	00'23"30	Confirmed	Mario Sioutis, Greece
3	00'23"73	Confirmed	Donique Visser, Holland

WAVE RACE 64

(PAL)

Sunny Beach			
1	1'04"941	Confirmed	Adam Tucker, Norfolk
2	1'10"103	Confirmed	Stuart Richards, Surrey
3	1'10"297	Confirmed	Steven Astley, Wigan

Stunt Mode, Dolphin Park (Any version)			
1	71959	Confirmed	Sam Turnbull, West Sussex
2	66441	Confirmed	Yvo van der Smoek, Holland
3	41840	Confirmed	Piet dem Dulk, Holland

Glacier Coast – Time Trial			
1	1'34"044	Confirmed	Stuart Richards, Surrey
2	1'35"018	Confirmed	Yvo van der Smoek, Holland
3	1'36"554	Confirmed	Jan-Erik Spangberg, Sweden

Glacier Coast – Stunt Mode			
1	65951	Confirmed	Yvo van der Smoek, Holland
2	62199	Confirmed	Aaron Carroll, W.Yorks
3	61767	Confirmed	Norman Obeseki, Leeds

(NTSC)

Sunny Beach – Time Trial			
1	1'02"694	Confirmed	Chris Murphy, Manchester
2	1'03"755	Confirmed	William Lam, Bristol
3	1'04"726	Confirmed	Dilpesh Varsani, London

YOSHI'S STORY

(PAL)

1-1			
1	6275	Confirmed	James Watton, E. Layton
2	6254	Confirmed	Ruben Larsen, Norway
3	6218	Confirmed	Gordon Willmott, Edinburgh
4	6183	Confirmed	Daniel Dunn, Lincolnshire
5	6156	Confirmed	Steven Taylor, Cheshire
6	6122	Confirmed	Piet dem Dulk, Holland
7	5928	Confirmed	John Heelham, Manchester
8	5904	Confirmed	Gabrielle Murphy, Dublin
9	5786	Confirmed	Richard Davies, Rotherham
10	5704	Confirmed	Amanda Ward, Manchester

1-2			
1	6372	Confirmed	Gordon Willmott, Edinburgh
2	6238	Confirmed	Andrew McGrae, Southport
3	6041	Confirmed	Daniel Dunn, Lincolnshire
4	6016	Confirmed	Bonny Qvistorff, Denmark
5	5704	Confirmed	Alison Lennox, Argyll

2-1			
1	6290	Confirmed	Andrew McGrae, Southport
2	6142	Confirmed	Daniel Dunn, Lincolnshire
3	6116	Confirmed	Gordon Willmott, Edinburgh
4	6107	Confirmed	Bonny Qvistorff, Denmark
5	6093	Confirmed	Piet dem Dulk, Holland

3-2			
1	6007	Confirmed	Gordon Willmott, Edinburgh
2	5940	Confirmed	Andrew McGrae, Southport
3	5891	Confirmed	Bonny Qvistorff, Denmark

4-1			
1	5981	Confirmed	Gordon Willmott, Edinburgh
2	5918	Confirmed	Daniel Dunn, Lincolnshire
3	5899	Confirmed	Andrew McGrae, Southport

5-3			
1	6424	Confirmed	Daniel Dunn, Lincolnshire
2	6421	Confirmed	Andrew McGrae, Southport
3	5883	Confirmed	Bonny Qvistorff, Denmark

6-4			
1	5916	Confirmed	Andrew McGrae, Southport
2	5783	Confirmed	Daniel Dunn, Lincolnshire
3	5732	Confirmed	Bonny Qvistorff, Denmark

Total Score			
1	37424	Confirmed	Daniel Dunn, Lincolnshire
2	36704	Confirmed	Andrew McGrae, Southport
3	36149	Confirmed	Gabrielle Murphy, Dublin
4	35837	Confirmed	Donique Visser, Holland
5	35030	Confirmed	Kyrre Stenberg, Norway

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to: **I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

New leagues!

As of next month I'm the Best is going to get even bigger and better with loads of new leagues for you to enter. So get practising now and send in your best times and scores for…

Banjo-Kazooie

Best times for all worlds.

F1 World GP

Best times for the following tracks: Australia, Brazil, Argentina, Monaco, France, Britain, Germany, Italy and Japan. (No cheat cars allowed!)

1080°

Times for all six tracks and best Contest score.

(Please note that all these leagues are for PAL machines only.)



To advertise in N64 call Tarik Browne on 01225 442244









Questions, complaints, corrections, thoughts, ideas. WE WANT THEM HERE. Get writing and win an N64 badge.

Club 64, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW Fax: 01225 732275, e-mail: n64@futurenet.co.uk



Each month, the Star Letter wins three Gamester new-style G64 joypads (LMP 01992 503133). All other letters printed win a prized N64 badge!

N64 STAR LETTER

"Hey, no Double Game Guide +. Bloody newsagent."



"This FuSoYa bloke looks like a weirdo to me."

"Hill Tribe"

I have recently returned from a trip to Thailand and I thought you might like these pictures of a hill tribe in the far North of the country enjoying your fine publication. Believe it or not, the guy in the check shirt is the local Shamen – not quite up to Rare's interpretation!

This village has no running water or electricity, I don't think they'd ever seen a computer game, but they all took a look at the magazine.

Luke Watts, Bagshot

*This would explain a sudden rush of Thai subscriptions. Please send your photos of far-flung copies of **N64** Magazine to: My, you get about, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.* **Ed**

Correction corner

Hoisted by our own petard...

In your *F1 World GP* review you wrote in the Lifespan box '18 Tracks and a mssive difficulty curve...' There are only 17 tracks and what does 'mssive' mean?
Alan Arnold, Horsham

Ah, but there are 18 tracks – there's a hidden one included. Check out last issue's Tips Extra to find out how to get it. And none of us can spell ~~mssive~~ ~~mussive~~ ~~massife~~. **Ed**

In issue 20, page 91, you said that it was Radioactive Man Vs Batman, when it should have been Radioactive Man vs Bartman. How could you make such a silly mistake?
Ian Ellis, No address

We're blaming our spell checking program. **Ed**

You made another mistake in your *Banjo-Kazooie* guide which appeared in issue 19. You said that there was only one extra life to be collected in Freezeezy Peak but in actual fact there are two! The other one can be found on top of Mumbo's Hut.
Andrew Simpson, Wokingham

He's quite right, you know. **Ed**

There is a flaw in your magazine. James supports Ipswich Town and everybody knows that Norwich City are much better.
Michael Bowen, by e-mail

No, in fact you're both wrong. Arsenal and Bath City are both better than either of the East Anglian, ahem, giants. **Tim**

"Diving"

While reading the *Pilotwings* Double Game Guide enclosed with issue 19, I noticed that you'd challenged people to go faster than 171kmh on Birdman in Little States.

As you can see from my photographs I have achieved 179kmh diving from 670 metres. I have gone faster than this but I wasn't quick enough with the camera.
Thomas Heald, Pocklington

Congrats, Thomas. Can anyone beat this latest top-speed game of chicken? Write in at the usual address. **Ed**

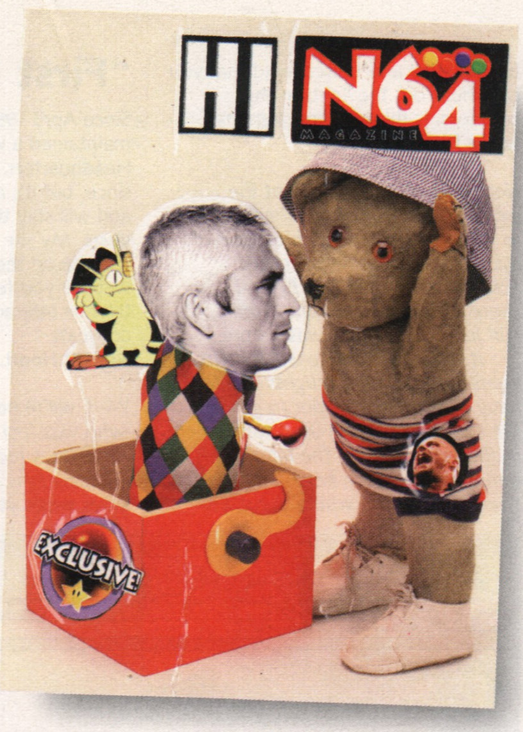


"Nose dive me into the ground? Cheers, then."

"Do you"

Do you like my picture?
Ewan McLaughlin, Whitley Bay

It's disturbing, to be honest. **Ed**



"We all know"

How the hell did you print a winner for issue 19's '**N64** Quiz' when the closing date was a week after issue 20 first went on sale? I sent off my correct entry on the 7th September only to find the winner's name printed in issue 20. And don't try telling us that the closing date was a misprint, because we all know it wasn't.

Don't think you've heard the last of this! I may forgive you, though, if you print this letter and own up to all us thousands of readers admitting that you've made a big mistake.
Bob Bailey, Essex

Whoops. And we've done it with the quizzes in issues 20 and 21. Sorry. It's always quite hard to get closing dates and stuff right, and it looks as if we've messed up big style with the quiz. The winners we've named so far got their entries in well before the closing date – sorry to anyone who was a bit slower off the mark.

From this issue on, we'll wait until the issue after to print the quiz winner's name. That way everyone's got plenty of time to enter. **Ed**

"Lap anyone"

I was browsing through issue 19, when I noticed something strange on page 125. In the picture of *Mario Kart* it clearly shows Peach in first place. Just in front of her, though, is Luigi. At first I thought she was about to lap him but then I looked at the top of the screen and saw that Luigi was in third place.

I thought about it a bit more and realised that this could only have happened if Peach had lapped everyone except Luigi in third and Wario in second place. I've had *Mario Kart* for ages and never been able to lap anyone on one-player. How did you manage it?
Matthew Norris, Somerset

Well this had us wondering for a bit too, until Wil remembered the feature on Mario Kart shortcuts that we did back in issue 7. There are two big shortcuts in Wario Stadium and they're easy enough to pull off in a one-player Grand Prix. They allow you to chop off enormous swathes of the circuit and catch up unfairly with your computer opponents.

The picture we used in the Great Nintendo Car Boot Sale feature in issue 19 must have come from a cheating session on the game (although no one's owned up to it). Mystery solved. **Ed**



Beautifully carved from real wood!

"A tan"

On my computer atlas CD, I've discovered two different islands called Andros. One is in the Bahamas and the other is in the Aegean Sea off the West Coast of Turkey. Is Fox McCloud's arch enemy silently taking over the World, or just working up a tan?
Holly Johnston, Kemble

All tyrannical alien space dictators need a county retreat or two to relax and get away from it all, you know.

All other geographical Nintendo sightings gratefully received. **Ed**

Dr Kitts' Game Clinic

Got a gaming problem? Then send it to our very own 64-bit Doctor.

When I was looking through my old **N64** mags, I read in issue 16 about getting a three-armed Bond. To get this freak, you had to use the cheat that lets you hold two guns at once, but I can't find that anywhere. What is it?
David Sharp, Alloa

Dr Kitts turns from his tank of medical leeches to reply:

Ha! The old mixed pair weapons cheat – trickier than open-heart surgery this one. First of all, you need to perfect the technique of cycling through your weapons backwards. This is done by pressing and holding A and then tapping Z.

The technique for getting a mixed pair of weapons is rather harder. (The three-armed Bond Freak is simply a mix of the watch laser – which Bond operates with two hands – and the Moonraker Laser which lies before it in the weapons list.)

1. Press and hold A.
2. Before you cycle forward, press Z twice.
3. Release A once.
4. Press A once.
5. Press Z to fire two or three times while weapons are changing.

As you fire in-between changing, the idea is to lock the weapon just before it changes and get a mixed pair on screen at once – in the 'freak' case the Moonraker Laser and watch laser. Good luck, though, you'll need it.

In the final level of *Banjo-Kazooie*, Gobi the camel says he's off to hide in Lava World. I've looked everywhere, but I can't find any such place in the game. Where is it? Oh, and one other thing, how do you remove the cobwebs in the room with the statue of Grunty's face?
James Clarke, Ockbrook

Dr Kitts finishes totalling up today's receipts from his private patients before replying:

A common complaint this and incurable, I'm afraid. Lava World is the name of one of the game worlds set to appear in the sequel to Banjo-Kazooie – Banjo-Tooie. You won't be able to find it in your game because it's not there.

The cobweb problem is easily cleared up, though. Firing a couple of eggs at each should dispatch them (use your rear fire to deal with the one on the floor over the flight pad).

"Great freak"

As I am a great Nintendo freak as well as a great Spawn freak, I thought it would be a good idea to make a combination of the two. And this is the result – the World's first Spawn 64 cart. Have it with greetings from Holland.
Tjeerd van Deemter, Holland

Thanks. No one's ever sent us a hand-carved N64 game before. We've had some trouble getting it to run with any of our office N64's, though. Perhaps it's bugged? (Yep, Wood Worm. Arf Arf – Wil) (Sound of gunshot.) **Ed**

"Call me"

How come the accuracy score given at the end of a *GoldenEye* level is sometimes more than 100%? Call me stupid but you can't get more than 100% accurate can you?
James Golding, Doncaster

GoldenEye *must have more glitches in it than any other 'best game in the world, ever', er, ever. This one relates back to the automatic shotgun, which, as it's a shotgun, fires pellets rather than bullets. The fact that one trigger pull fires more than one 'thing' at an enemy confuses the game's accuracy meter into thinking that you're actually being more accurate than you are – often to the extent that your score goes over 100%. Crazy old world, eh?* **Ed**

"Few feet"

I'm absolutely shocked at some of the marks you've given my favourite games! It seems you don't like them and I can't think why. Take for example:
Cruis'n USA: The graphics are amazing. The buildings pop-up a few feet in front of you just like they do in real life – 90%.
Clayfighter 63 1/3: It's like a live Claymation show as the fluidity of the fighters gives the impression that the animator is moving them


GO! GO!



BONUS LETTERS

Will the 64DD be Millennium Bug free?
Lindsay Jamieson, Arbroath

It's going to have a very short lifespan if it isn't. **Ed**

I've just been reading issue 21, five days early. What happened to the good old days when you could guarantee each issue would be at least two weeks late?
John Starkey, Leicester

Two weeks? We were never that later surely. (Only before I came on the scene – Andrea)

Wil killed Kenny.
Adrian Whiteley, Wakefield

The only things Wil's killed are the aphids that colonise his house plants from time to time. **Ed**

I noticed that I had funny coloured mines that looked like glass. I don't know how I got them.
Jamie (bloke) Thirlwell, Sandhurst

Oh. **Ed**

I just KNOW *Glover* will score 65% or less. The same goes for *Knife Edge*.
Oliver Davis, Chingford

Well you were wrong about Glover. It's Glovely. **Ed**

That's not a paintbrush at all, it's the opposite end of the Sniper Rifle.
Matthew Pearson, Ross-on-Wye

Look, it was a tough month for tips, alright? **Ed**

I was going to buy *FIFA World Cup '98* but, after reading your review, I rented it instead. Thanks for saving me £55.
James Johnstone, Thurcaston

That's what we're here for. **Ed**

Can I come to visit?
Thamar Al-Sheith, Middlesex

No, sorry. We're decorating the spare room at the moment. **Ed**

If you cheat and use the Sniper Rifle on the Runway level in *GoldenEye*, you can see all the guards floating!
Shane Sweeney, Co. Fermanagh

You can, you know. **Ed**

bit by bit as you watch. A brilliant and underrated effect – 92%.
Aero Gauge is my all-time favourite because it perfectly generates the



feeling of viewing tunnels through a fishbowl. You may say that the music is awful but there are those of us who can't hear it. I, for example, have to wear a large pair of earmuffs to drown out the noise of the ageing solvent factory next door.

Please could you tell me the release dates for *Pachinko World* and *Wheel of Fortune*? And could you loan me some money? I need my pills otherwise the doctors will take away my copy of *Jeopardy* because it over-excites me.
Steve Diamond, Chester

Momentarily had us going there. Only momentarily, mind. **Ed**

"Real-time"

Remember the time you said you'd seen some real-time lighting in *GoldenEye*? *(Yes. But which issue? Gah! Can't remember – Ed)* Well, I was playing it yesterday on the second bunker level and I discovered that you can shoot out the lights in the corridors. Is this real-time lighting?
Jamie Davies, Lydney

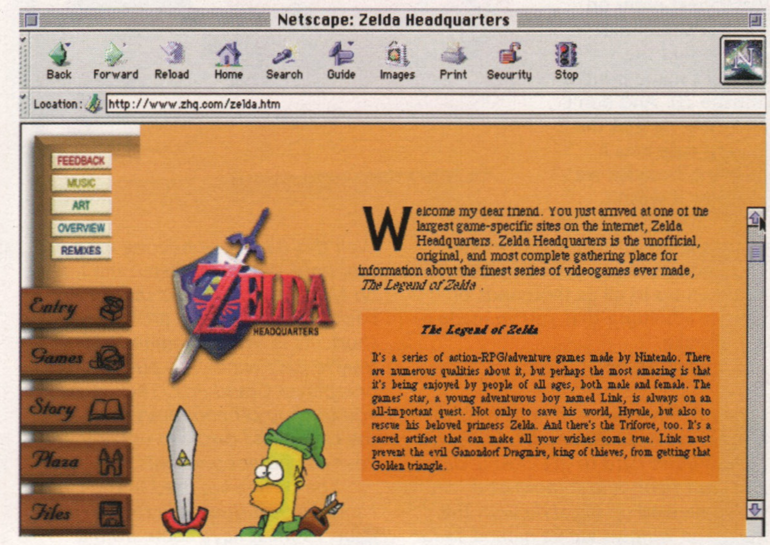
Not really. When you shoot the lighting panels, they do change colour as if the light has been broken, but the corridors themselves don't actually get any darker. Even if you shoot all the lights in one stretch, it's still just as light as it was before.

If GoldenEye had used real-time lighting, shooting the lights would have caused the corridor to go dark. I'm sure this effect is used somewhere in the game – it's in the later levels, definitely – but I'm beginning to think I've imagined the whole thing. **Ed**

"First Zelda"

Since April 1996, I've created and maintained a website called Zelda Headquarters. It's moved about a bit since, but it's now at www.zhq.com and will stay there for a couple of years. My site was the very first *Zelda* website on the net, and I'm afraid the website you featured in issue 20 (Hyrule Interactive) is one of its many copycats.
Niels 't Hooft, The Netherlands

Well, we're not going to get into any 'who was first' arguments, but zhq.com is indeed an excellent site for all Zelda fans – it even plays you tunes while you read. Get browsing!



The very first **Zelda** *web site, apparently. Very nice it is too.*

So tell me this

1) Can you really not unlock the secrets shown at the end of *Banjo-Kazooie* until the sequel, *Banjo-Tooie* comes out?
2) When will *Banjo-Tooie* come out?
3) What kind of creature will 'Tooie' be? Does it refer to Tooty?
Seb Duggan, Bath

1) Nope, it looks as if we're all going to have to wait until the sequel comes out. I'm sure everyone with an Action Replay cart, and clued-up hackers around the World are trying to bust their way into those secret rooms right now. Whether they can or not depends on how clever Rare really are.
2) It's a Rare game. "When it's finished" is their stock answer and as it takes at least a year to do a good game, we wouldn't expect to see it before Christmas '99.
3) Right. Due to the fact that – despite being brilliant at games – Rare are incapable of thinking of decent names, Banjo Kazooie 2 *is called 'Banjo-Tooie' as a weak pun involving the words 'two' and 'Kazooie'. When we suggested that 'Banjo-Twooie' would be a better hack at it, they said that people would just pronounce it 'Banjo Te-wooo-ie' and get confused. Maybe as confused as most people already seem to be, but who are we to argue?*

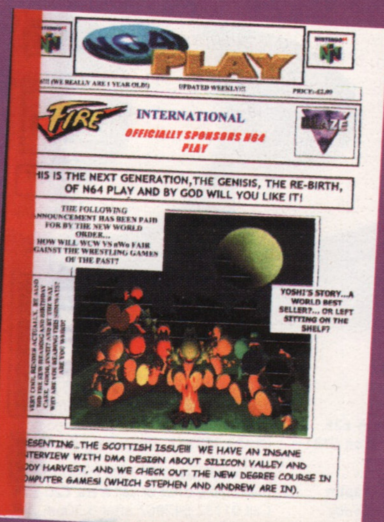
Anyway to cut a long story short, 'Tooie' is just part of the name. The game will star Banjo and Kazooie just as the first, but we expect Tooty and Gruntilda will turn up as well.

1) Will ***Pocket Monsters Stadium*** come with the 64 Game Boy Pak?
2) How many pages will ***Zelda*** use on my memory pak?
3) In certain pictures of ***Zelda 64***, I've seen a coloured block around Link's sword. What is this?
4) When is ***Donkey Kong 64*** being released?
5) Will ***Knife Edge*** use a light gun and if so, when will it be released?
6) Is there a definite release date for ***Turok 2*** yet?

1) If it gets a UK release, it'll almost certainly come with the Game Boy Pak. The Game Boy version of Pocket Monsters *is due for release in the new year.*
2) It won't use any because Zelda comes with on-cart back-up.
3) You'd have to tell us which picture you've seen for us to be absolutely certain, but it sounds like part of the game's targeting system. It allows you to lock on to certain enemies, one at a time.
4) It's a Rare game. "When it's finished." Next year – before the summer, hopefully.
5) There's still no word on this. It wasn't at the recent ECTS show and it

Significant Players

In **N64** issue 18, we reviewed an Issue of the fanzine N64 Play in our Fanzine Farm section. The Deputy Editor of the fanzine took exception to some of our comments and wrote a reply in Club 64, issue 20. We invited your views on the matter – the following is a representative sample.


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BLAZE

HIS IS THE NEXT GENERATION, THE GENISIS, THE RE-BIRTH, OF N64 PLAY AND BY GOD WILL YOU LIKE IT!

THE FOLLOWING ANNOUNCEMENT HAS BEEN PAID FOR BY THE NEW WORLD ORDER... HOW WILL WCW VS nWo FAIR AGAINST THE WRESTLING GAMES OF THE PAST?

YOSHI'S STORY...A WORLD BEST SELLER?... OR LEFT SITTING ON THE SHELF?

ESENTING..THE SCOTTISH ISSUE!!! WE HAVE AN INSANE TERVIEW WITH DMA DESIGN ABOUT SILICON VALLEY AND DY HARVEST, AND WE CHECK OUT THE NEW DEGREE COURSE IN MPUTER GAMES! (WHICH STEPHEN AND ANDREW ARE IN).

I buy games magazines according to the accuracy of their reviews – they give me an idea of which games to buy and which to avoid wasting money on. If N64 Play rates *Yoshi's Story* as highly as *Mortal Kombat Mythologies*, it might be exercising its freedom of speech, but it's not doing its readers much of a service. Perhaps the fanzine isn't due to become such a significant part of the industry as Andrew Mills seems to think.
Tony Sellars, Manchester

You're not the first person to get criticism for something you've worked hard on and you won't be the last. Imagine what it's like for games developers who can spend years on a game only to have it dismissed by the press, in a few short pages, as a turkey.
Derek Littlewood, by e-mail

People are entitled to their own views on games, even if N64 Play thinks that *Yoshi's Story* and *MK Mythologies* are as rubbish as one another.
Peter Jordan (Editor of N64 Zone)

I think **N64** Magazine was wrong to criticise N64 Play for being irrelevant with their Top Five Women's Breast article. The problem is not irrelevance, it's that it's immature and sexist. Did your girlfriend find it as funny as you did, Andrew?
Lisa Williams, Woking

I think that's enough Significant Players. **Ed**

looks as if it'll come through to the review stage with no gun available. If Boss have included a light gun option, though, you can be sure that some enterprising third-party manufacturer such as Nu-Gen or Datel will make one.
6) After our exclusive review in the last issue, Turok 2's release date unfortunately slipped a couple of weeks. The confirmed UK date is now November 13th.

What happened to Zy? He's never in the magazine anymore.
Richard Salmon, Romford

Zy has finally submitted to the dark side. He's helping Bullfrog make new games in Guildford.

1) I've completed *Mission: Impossible* in less than two days. Don't you think that qualifies me for some sort of award?
2) At the end of *Mission*, after the credits sequence, how come the level when you meet the Infogrames team won't save?
3) In the magazine you said that *Mortal Kombat 4* was coming out in September, but I've not seen it yet. Why is this?
Jonathan Gadenne, Meppershall

1) Give yourself a manly hug/thump on the back.
2) Infogrames want you to work hard for the joy of seeing the smiling faces of their lovely programmers. They're like that, you see.
3) Unfortunately release dates slide around like nobody's business, especially just before a game's release. We do our best to get them right but, just like Turok 2, this one changed just moments after we'd gone to press.
Mortal Kombat eventually made it into the shops on the 25th of September.

The N64 Magazine BOARD

Decorating the office this month...

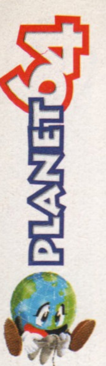
◁ *Look at the loving detail on Banjo's big wet nose! Well done Adam Charlton.*

△ *Bit of an in-joke for long-term **N64** readers, here. Well done Richard Brady from Wickford.*

△ *Banjo has taken over from Yoshi as favourite picture material. Congrats for this one to Martin Weller of Tadworth.*

△ *We like its style and unrestrained use of vermillion. Well done Alex Hammond from Surrey.*

◁ *Envelope art? There is one small corner of **N64** that is for ever SP. Daniel Powell from Catford keeps the flame alive this month.*



N64 MAGAZINE CON

Games for sale

● *Nagano Winter Olympics '98* boxed, good condition, £35. Need the money for a new game. Call Craig on 01329 846946.

● Will sell *Wave Race* for £25 or swap for *Forsaken 64*. If interested please phone Joe and Hannah on 0181 690 5694. Has box and instructions.

● SNES for sale. Super Game Boy, two controllers, *Mario Kart*, *Zelda*, *Star Wars*, *Empire Strikes Back*, *Super Mario All Stars* and *Super Mario World* £50. Call Rob on 01242 260622.

● *Forsaken* £30, *Mystical Ninja* £30, both in good condition and boxed with instructions. *Lylat Wars* no box for £15. Call Phi (Fi) on 0181 691 3607.

● *DKR* for sale and also *Extreme G* £30 both. Call Rik on 0836 254290.

● *Duke Nukem* for sale £35, excellent condition, boxed as new. Call Graham on 0141 647 8643.

● *Lylat Wars* for sale. Excellent condition, boxed with jolt pack and batteries £30 ono, or swap for *Forsaken*. Call Chris on 01273 689398.

● SNES as new with seven games: *DK Country*, *Mario All Stars*, *F-Zero*, *Jurassic Park*, *Killer Instinct*, *Zelda*, *NBA Jam*. Console with games: £70 + p&p. Call Olly on 0113 250 2203.

● *Diddy Kong Racing* for sale. £35 or swap for *Duke Nukem* or *ISS64*. Call Adam Masters on 01337 831172.

● I'll swap my copy of *Blast Corps* or *Clayfighter* for your copy of *Rampage World Tour* or I'll sell both copies for £25 each. Tel James: 01235 850430.

● For sale! *Diddy Kong Racing*, *Super Mario 64*, *Lylat Wars*, *Wave Race*, *S.O.T.E* £30 each or £50 for any two. Call Allan on 01938 553875.

● Free N64 games!! *GoldenEye*, *Mario Kart*, *Lylat Wars*, *Wave Race*, *Blast Corps*, *Turok*, *Duke Nukem*. Handling charges £25 – £30 per game. Call Asif on 01633 213088.

● Stuck on *Mario*? Don't worry! I have a *Mario* official game guide for ya! At £5 it's a bargain! Contact Jonathan on 01279 654116.

● *Snowboard Kids*. Will swap for Game Boy with *Zelda: Links Awakening* or sell for £25. Ring Richard after 6pm on 01572 747153.

● Huge retro collection for sale. Most formats, send SAE to Nick Marshall, 11 Oaklands Road, Froombridge, Tunbridge Wells, Kent TN3 9SB or phone after 6pm 01892 864523.

● *Turok: Dinosaur Hunter* £30, *Top Gear Rally* £25, *Mario 64* £30, *Mario Kart 64* £20. Game wanted *Pilotwings 64*. Tel Joe on 01743 242865.

● *Mystical Ninja* £25, *Fighters Destiny* £25, *Wave Race* £20. Phone Pete on 01895 632413.

● *Shadows of the Empire* and *Turok* for sale, £30 each! Call David on 0181 4445266. Both in mint condition with instructions etc.

● *Extreme G* for £30 with instructions and solutions book. Call Andrew on 01276 28213 (1pm – 6pm).

● *World Cup '98* £30 ono. *Mario 64* £25 ono. Or swap either for *Goemon* or *Top Gear Rally*. Official rumble pak £5. Call Alex on 01376 561858.

● *DKR* £30 and *ISS64* £30 or £55 for both. Phone Simon on 01553 842477.

● *ISS64* excellent condition with instructions £28 ono. Will swap for *Kobe Bryant*, *Snowboard Kids*, *Yoshi's Story* or *Banjo*. Contact Chris on 01224 706897.

● *Lylat Wars* and rumble pak £30 ono. *Nagano* £25 ono. Or both for £45, good condition with full instructions. Ring Peter on 01925 222100.

● *Fighters Destiny* £35 ono. May swap for *Mystical Ninja*. Call John on 0161 320 4357 (after 5pm weekdays, anytime weekends) or email john.h@yahoo.com.

● *Snowboard Kids* for sale £30 ono or swap for *WCW vs NWO*. Call James Butler after 6pm on 01661 872977.

● *Extreme G* for sale, in tip-top condition £30. Phone 01837 840739.

● Controller pak for sale! Only £5. Doesn't come with box. Call Jonathan on 01279 654116.

● *Diddy Kong Racing* £35 and *Blast Corps* £25. Both in excellent condition. Call Nick on 01376 511017.

● I would like to sell *Extreme G* for £35, I would also like to swap my copy of *Diddy Kong Racing* for *Mystical Ninja*. If you're interested Call Andrew on 01844 215899.

● *Lylat Wars* for sale, £40 almost new condition. I would also swap for a good game. Call Alex Lesser 01284 725832 or on 01284 843900.

● *DKR* £25, *Lylat Wars* £28, *Killer Instinct* £20. All in perfect condition and boxed with instructions. Call J. Pass on 01924 500361.

● Mario Kart 64, boxed with manual, 5 months use £40. Will consider £35. Call Mark on 0121 603 1198 after 5pm weekdays or anytime weekends.

● Japanese games boxed with instructions – *Wave Race* £20, *GoldenEye* £20, *Wild Choppers* £25, universal adaptor £10. Call Ko on 0181 951 0090 (after 5.30pm).

● *1080°* (US) plus universal adaptor £40. *FIFA '98 R.T.T.W.C* £30. *Diddy Kong Racing* £30. I'd consider swapping for other games. Call Philip Poole on 01530 230985.

Games to swap

● I have *Top Gear Rally*, *DKR*, *Mario Kart* and *Lylat Wars*. Swap for *GoldenEye* or sell. Swap one or two games. Call Keith on 01227 768542.

● I will swap *Lylat Wars*, *Diddy Kong Racing* or *Bomberman 64* for anything or £35 ono each. Phone Alex on 01932 863959.

● Will swap *WCW vs NWO* for *Yoshi's Story*, *Wave Race 64* or *Geomon*. Call Sam on 01787 476746.

● I will swap *Snowboard Kids* for *Top Gear Rally* or *Cruis'n World*. Please, I'm desperate especially for *Top Gear Rally*. Call 01633 842502.

● Will swap *Doom 64* or *Mortal Kombat Trilogy* for *Yoshi's Story* or *Diddy Kong Racing*. Call Dave on 01235 533335.

● *Quake* and *Extreme G* to swap. Ring with an offer! Call after 7pm on 0171 358 0105.

● Would anyone swap *Wave Race 64* for *Turok*? Phone 0585 094172.

● Will swap *World Cup '98* for *Madden 64* or *NBA Courtside*. Either will do. Please hurry. Call Richard on 01257 422796.

● Will swap *WCW vs NWO: World Tour* for *DKR* or *Mace* or *World Cup '98*. Call James on 01373 300680.

● I would like to swap *Quake* for *FIFA '98* or *World Cup '98* and *Diddy Kong Racing* for *Top Gear Rally*. Call Ross Blair on 0131 665 8048.

● Will swap *FIFA 64* and *Doom* together for *NHL Breakaway*, both games in good condition. Call Ben on 01237 477293.

● Will swap *World Cup '98*, good condition, for *Lylat Wars*, *Top Gear Rally* or *Mystical Ninja*. Call Micheal on 01733 552666.

● I have *Duke Nukem*, *Diddy Kong Racing*, *Mario*, *TGR* and *Quake*. Will swap for *Madden*, *Fighters Destiny*, *Pilotwings*, *World Cup '98*, *Wave Race* or other good games. Write to Paul McGregor, 152 Beechcroft Rd, Upper Stratton, Swindon SN2 6QE.

● Swap *Snowboard Kids* (UK) for *1080°* (US), *Bio Freaks* (US), *Top Gear Rally* or *World Cup '98*. Call Joe on 01423 358753. Swap via post.

● We will swap *F1 Pole Position* for a reasonable offer or sell it for £20-£25. Call 01382 542867 after 5.30pm.

● I will swap Blast Corps + £10 for *Banjo-Kazooie* or sell *Blast Corps* for £25 ono. Call Scott on 01835 823800.

● Swap *Extreme G*, *RTTWC '98* or *Bomberman* for any good games. Call Luke 0181 777 0216.

● I will swap *Yoshi's Story* plus CD soundtrack for *GoldenEye 007*. *Yoshi's Story* is in perfect condition. Phone Aaran at 01775 840031.

● *Mario* and *Nagano Winter Olympics*. Will swap for *Turok* or *Wave Race*. Phone Tom Blackett on 01564 771893.

● Will swap *Nagano Winter Olympics*, Spanish Dictionary, Minnie Mouse pencil topper and Tamagotchi toy for *Wave Race 64*. Contact me on 01564 771893.

● Swap *ISS64* for *Wave Race* or *Mario Kart*. Contact scastle@globalnet.co.uk

● I've got *Mario Kart 64* and I'll swap it for *FIFA '98*, *Mission: Impossible* or *Yoshi's Story*. Contact Jonathan Hawkins on 01707 396885.

● Will swap my *Mario* or *Blast Corps* for either *ISS64* or *San Francisco Rush*. Call Nick on 0181 517 7011.

● Willing to swap *WCW vs NWO* or *Mario 64* for *Yoshi's Story* or *Snowboard Kids*. Call Ryan 01708 437139.

● Does anyone want to swap *Turok* or *Wave Race 64*, both good condition with instructions, for any other good game. Phone David 01792 232750.

● Will swap *Wave Race 64* for any good sports game. Phone Daniel on 01703 848844.

● Willing to swap *Lylat Wars* and *F1 Pole Position 64* for *Fighters Destiny* and *Killer Instinct Gold*. Call Gareth on 01543 271658.

● Willing to swap *Diddy Kong Racing* or *TGR*? Any offers call Dave on 0777 566 2974 after 5pm.

● I'll swap *Mystical Ninja* for *NBA Courtside* or *Winter Olympics* for *GT 64*. Contact Alex on 0118 934 0042.

● Would anyone give me *Clayfighter* for *Yoshi's Story*. Phone Nick at 01292 313719. P.S. PAL version please.

● *NHL Breakaway* mint condition boxed as new, will swap for another good game not *Clayfighter 63 1/3*! may consider selling. Contact Alan on 01241 430093.

● I want to swap *Fighters Destiny* or *FIFA '98* for your *Diddy Kong Racing*, *GoldenEye* or for *Pilotwings 64*. Call David on 01248 722941.

● Swap *Blast Corps* for *Lylat Wars* or *Snowboard Kids* or £35. Call 0161 793 4399 and ask for Colin.

● Will swap *Blast Corps* or *Extreme G* for *ISS64*, *Multi-Racing Championship*, *Wetrix* or *Yoshi's Story*. Contact Matthew on 0161 864 4741. Thanks.

Games wanted

● *Mario Kart* wanted. Tel 0121 709 0347 and ask for James.

● *FIFA '98* and *WCW vs NWO* wanted. Will pay £25-£35. Also wanted official pads for around £15-£20. Phone Andrew on 0121 601 0498 (weekdays only).

● *Wetrix* wanted. Swap for *Bomberman 64*. Also wanted *Bust-a-Move* or *Rampage World Tour*. Call Ben on 01284 810858.

● Wanted! *Rock 'n' Roll Racing* on the SNES, £10-£20 on offer. Contact me, Ashleigh Steel on 01786 560210.

● *GoldenEye* and *Forsaken* £35 ono. Also up for swaps. Call Ashley on 0181 673 0570.

● Has anyone got *Donkey Kong Country* for the SNES? 12-year-old boy wants it. Phone Robin on 01344 485644.

● Wanted! **N64** Magazine issues 1-6 (with video for issue one) all in good condition. Call Dean on 01600 713367 after 5pm.

● Game Boy *Monster Max*, *Boulderdash* and *Gator Pinball*. Reasonable prices paid. Tel 0116 277 2781 or email trj@globalnet.co.uk

● Wanted! **N64** Magazine back issues of 10 and under. Send to Tedd Mason, 7 South Cliff Avenue, Eastbourne, East Sussex BN20 7AH.

● Wanted! **N64** Magazine issues 4 and 5 in good condition. Call Christopher on 01238 532887 after 7pm or email jmcc30garu@aol.com

Fanzines

● Issues 4-19 of **N64** Magazine for sale. £3.50 each. Extras not included and buyer collects. Call Steve on 01234 271869.

● **N64** Magazine issue 1 for sale including **N64** video £5, will deliver.



Not quite a fanzine but it didn't fit under any other category.

- The voices! They control me, make me write N64 Play, UK's finest N64 fanzine, sponsored by Fire! Call 01504 722359 for details. Make voices stop!!
- Hajimemashite! Wanted: anything Japanese related. Anime, fanzines, contacts especially sought after. All offers considered. Oyasumi Nasai... Call Peter on 01903 783144.
- N64 fanzine for sale. Packed with reviews and features £1.50 each. Phone Andrew on 01276 857161 for more info.
- N64 Zone fanzine only £2. Reviews of *GoldenEye*, *Banjo Kazooie* and more, in issue 2. Also includes cheats, previews, features etc. Call Peter on 01424 851086.
- Lots of Manga videos for sale at good prices. E-mail me for info humanjumaa@hotmail.com or phone James on 0181 749 6785 for a list.
- 'Nam fanzine issue six available. Lots of games and features. Back issues also available £1.50 each. Write to Dave Smith, 24 Dradishaw Road, Silsden, Keighley, Yorkshire BD20 OBH.
- Don't get too extreme on your console. Just buy Extreme Consoles instead. Send £1.50 to Tony Mann, 3 Essex Close, Laindon, Basildon, Essex SS15 6PT.

Penpals

- 12-14 yr female penpal wanted. Must like some sports and N64. Write to James, 44 Penmere Drive, Newquay, Cornwall TR7 1QQ. Please include photo, thanks.
- Penpal wanted aged 10-13. Write to Stuart Howard at 12 Bolton Road, Birkdale, Southport, Merseyside PR8 4BE. Male or female.
- I would like to hear from lady gamesters to swap and help with top N64 games. Come on girls show us your codes. G.S.O.H. Write: Robert Neilson, 29 Mossgeil Avenue, Raploch, Stirling, Scotland FK8 1QG.
- Penpal between 12 – 15 wanted for 14 year old interested in football, N64 and music. Write to John Heelman, 11 Lancaster Road, Denton, Manchester M34 7JP.
- 12 year old, female *MK4* fan wanted as penpal. Must hate PlayStation. Please send photo with address and phone number. Write to Alistair Dyson, 55 Summerhayes, Great Linsford, Milton Keynes MK14 5EX.
- 15 year old male wants female penpal aged 14 – 16. I like games, having a laugh, and the cinema. Please include photo. James Seymour, 25 Norman Ashman, Coppice, Binley Woods, Coventry CV3 2BP.
- 8 – 10 year old penpal wanted for 9 year old interested in N64 and football. Write to Daniel Aherne, 11 Lancaster Road, Denton, Manchester M34 7JP.
- Hi I'm 13 and my name is Ben. I like poetry and would like a female penpal of the same age. Phone 01473 271777. Thanks.
- My name is Marcus. I'm 15 and would like a female penpal of 15+, sports fan. Write to 39 Atkinson Street, Peterborough PE1 5HW.
- My name is Robert, I'm 16 and want a female penpal of a similar age. Must be a N64 fan. Write to 25 Atkinson Street, Peterborough PE1 5HW.
- Penpals wanted for N64 freak. Call Barry on 01282 700198 or write to Barry Cummings, 169 Brunshaw Road, Burnley, Lancs BB10 4DB. (Under 16 please.)
- Hello! 12 year old Norwegian boy wants 11-14 year old penpal. Boy or girl. Interests: N64, PC, football and much more. Write to Stian Lohna, Dalsveien 84, N4634 Kristiansand, Norway.

Help wanted

- Help! Me and my friend are stuck on *GoldenEye*, trying to find decent deathmatch players. Find a friend and call Ben on 01553 674809.

N64 MAGAZINE READER ADVERTISEMENT FORM

Name ____________________

Address ____________________

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I wish my ad to go in the following section (please tick)

- ☐ Games for Sale
- ☐ Games Wanted
- ☐ Games to Swap
- ☐ Fanzines
- ☐ Penpals
- ☐ Help Wanted

THE RULES

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad.

Signed ____________________

Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath BA1 2BW



The complete guide to every game we've ever reviewed in N64 Magazine.

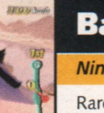
How it works

OH... OH... OKAY 64

Chimpsoft · *£Rainforest* · N64 22 ● 12% ● MB

The object of the game is to get your colleagues to do your work for you. If at first you don't succeed, you might as well give up.

Getting your freelunchometer to its highest level requires years of hard slacking. Just don't forget that random joystick waggling is of no use to the average commuter.



The game's name
Its publisher
A summary of our review
The best tip or cheat, and any issues that we've done guides
How much it costs
The issue we reviewed it in
Score
The reviewer's initials (see next door)

N64 reviewers

JA = James Ashton
JD = Jonathan Davies
MH = Marcus Hawkins
TW = Tim Weaver
WO = Wil Overton
ZN = Zy Nicholson
JS = Jon Smith
JN = Jonathan Nash
JB = Jes Bickham
TT = Tim Tucker
ME = Max Everingham
DM = Dean Mortlock
JP = James Price
SJ = Steve Jarrat
MK = Martin Kitts

UK Games DIRECTORY

1080° Snowboarding

Nintendo · *£40* · N64 21 ● 89% ● MK

Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through. Great.

Crystal 'boarder: win race mode under the expert difficulty level and finish better than all the EAD scores. Now select Akari Hayami, hold Left-C and press A.

Aero Fighters Assault

Konami · *£55* · N64 16 ● 58% ● MK

Good in spells, but flawed and disappointing at length, *AFA* feels realistic enough but is too dull, too often.

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

Aero Gauge

ASCII · *£55* · N64 17 ● 10% ● MK

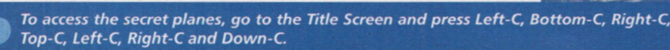
A real stinker of a *Wipeout* clone with game-affecting pop-up, cheating computer opponents, and terrible controls.

If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

All Star Baseball

Acclaim · *£40* · N64 19 ● 84% ● TW

A meticulously realistic baseball sim, with excellent hi-res graphics and ultra-detailed gameplay. The Americans adore it.



Enter ATEMYBUIK at the cheat menu and choose Alienapolis as your stadium. Let the abductions begin!

Automobili Lamborghini

Titus · *£50* · N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

Banjo-Kazooie

Nintendo/Rare · *£50* · N64 18 ● 92% ● JA

Rare's mastery of the N64's hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.

When you've finished the game with all 100 jigsaw pieces, go back to Banjo's house and look at the pictures on the walls to access a cheats sub game.

Bio Freaks

GT · *£50* · N64 20 ● 76% ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front. Fun for a blast every now and then.

During a fight, hold Left on the D-pad and press start to switch to a first-person view.

Blast Corps

Nintendo/Rare · *£50* · N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

Full Blast Corps guide in **N64**/8. ● *Double Game Guide + on the cover of issue 16.*

Bomberman 64

Hudson/Nintendo · *£50* · N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

Have a gander at Zy's review in **N64**/8 *for the low down on how to play Bomberman and the bits to look out for. (If there are any.)*

Bomberman Hero

Nintendo · *£40* · N64 21 ● 66% ● TW

Uninspiring 3D adventure, but strangely compulsive at times. Up against Banjo, mind, it looks a tad tired. And there's no multiplayer.

When using Salt Bombs, remember that, when it detonates, it has to be directly on top of the slugs (the only enemy they'll work with). Otherwise they're useless.

Buck Bumble



Ubi Soft £50 N64 20 ● 70% ● JP

Dodgy graphics and unconvincing controls, but not the worst shoot-'em-up we've ever played. Try before you buy.

*See **N64**/23. This time. Honestly.*

Bust-a-Move 2

Acclaim £40 N64 17 ● 80% ● JA

Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.

Cancel all engagements for the next month or so, prepare yourself a selection of snacks and barricade yourself in. This'll eat up your time like no other game.

Chameleon Twist

Ocean £60 N64 10 ● 70% ● JD

There are thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓

Interplay £50 N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Chopper Attack

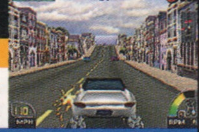


GT £50 N64 20 ● 81% ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition, and with good replay value.

On the 'press start' screen, press Top-C seven times to access the hidden level select option.

Cruis'n USA

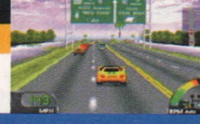


Nintendo £35 too much N64 13 ● 24% ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Cruis'n World



Nintendo/Midway £40 N64 20 ● 38% ● TW

Why Nintendo chose to put their name to this appalling sequel to one of the N64's worst games is a mystery of Area 51 proportions.

Get more than 20 points on championship mode and you can change the colour of your car with the L and R buttons.

Dark Rift

Vic Tokai £60 N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

Diddy Kong Racing

Nintendo/Rare £50 N64 10 ● 90% ● JA

This game is huge (40 tracks), a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

*For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in **N64**/11, 13 & 14 and Double Game Guide + no 1.*

Doom 64



GT £60 N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

*At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, **N64**/3&7.*

Dual Heroes



Bitwave/Hudson £55 N64 17 ● 50% ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.

To beat the CPU in an open arena, use the Z button to run around him at the edge of the platform, confusing him into falling off the edge.

Duke Nukem 64

GT £55 N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Extreme G

Acclaim £60 N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

*Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in **N64**/12.*

F1 Pole Position

Ubi Soft £60 N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

F-1 World Grand Prix

Nintendo/Paradigm £50 N64 20 ● 93% ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the power of the N64. This *is* Formula One.

Select an exhibition and change D. Williams' last name to Vacation to access the secret Hawaii circuit.

FIFA 64

Electronic Arts £60 N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road To The World Cup

Electronic Arts £60 N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

*Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in **N64**/13 and Double Game Guide + no. 1*

Fighters Destiny



Ocean £55 N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, our *Tekken*.

*Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in **N64**/14.*

GO! GO!

Forsaken

Acclaim | **£60** | **N64 16 ● 87% ● MK**

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.

Gex 64: Enter the Gecko

GT | **£40** | **N64 21 ● 59% ● JP**

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average. Good enough in parts but never outstanding.

Think about this: Mario 64. Banjo. Mystical Ninja. Aaaaand goodnight...

Glover

Hasbro | **£40** | **N64 21 ● 83% ● MK**

An inspired, superbly odd idea – where players control a glove and a ball – turns out to be a stonking, but hard, 3D adventure.

Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C to play the game through a Fisheye Lens.

GoldenEye 007

Nintendo/Rare | **£50** | **N64 9 ● 94% ● TW**

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

*● Check out I, Spy, the free MI6 giveaway in **N64**/9 and tips in **N64**/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.*

GT 64

Ocean | **£55** | **N64 7 ● 67% ● TW**

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.

Winning the championship in 24 laps-per-race mode will allow you to play the secret track.

Hexen

Midway | **£60** | **N64 5 ● 69% ● JD**

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Iggy's Reckin' Balls

Acclaim | **£40** | **N64 19 ● 56% ● MK**

This puzzle offering from Iguana looks nice but plays blandly. Push left or right and watch the CPU opponents win every time. Dull.

At the start screen, open the cheat screen by pressing R and Z. Now, type THEUNIVERSE for all worlds and HAPPYHEADS for all characters.

Int. Superstar Soccer 64

Konami | **£60** | **N64 3 ● 92% ● TW**

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

*For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in **N64**/4 & 14.*

ISS '98

Konami | **£40** | **N64 20 ● 92% ● MK**

Enhanced and updated from the original game and, now more than ever, the finest football game in the world.

If the computer is calling tactics for you, follow them as closely as possible for the best results.

Killer Instinct Gold

Nintendo/Rare | **£55** | **N64 3 ● 62% ● MH**

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

*To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.*

Kobe Bryant in NBA Courtside

Nintendo | **£40** | **N64 18 ● 90% ● MK**

Fluid gameplay, sharp graphics, and a very simple control system make *NBA Courtside* the best ever basketball game.

Hold L whilst selecting a pre-season game to activate the three, secret super teams.

Lylat Wars

Nintendo | **£60** | **N64 8 ● 91% ● JN**

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

*Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in **N64**/8 and **N64**/9 and Double Game Guide + no. 2 (free with issue 13).*

Mace: The Dark Age

GT | **£60** | **N64 9 ● 81% ● JB**

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts | **£55** | **N64 10 ● 92% ● TT**

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo | **£50** | **N64 4 ● 91% ● JD**

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

*At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4 and Double Game Guide + no. 2 (with issue 13).*

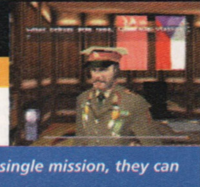
Mischief Makers

Nintendo/Treasure | **£50** | **N64 8 ● 90% ● JB**

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

*Check out our extensive guide to making mischief mischievously in **N64**/12. You won't regret it. Nosiree.*

Mission: Impossible



Infogrames | **£55** | **N64 19 ● 75% ● TW**

After years of waiting, horrendous AI, a clunky engine and jerky controls lets *Mission* down badly. Promising, but poorly executed.

Remember to continuously access your objectives as, throughout a single mission, they can change, and be added to, without prior warning. Nasty, that.

MK Mythologies

GT | **£Too much** | **N64 11 ● 9% ● JD**

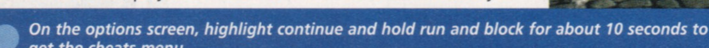
Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

Mortal Kombat 4

GT | £50 | N64 20 ● 84% ● JP

Figures suggest that 97.4% of the world's population has, at one time or another, played a version of *MK*. This one's the best yet.

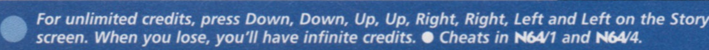


On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.

Mortal Kombat Trilogy

GT | £60 | N64 1 ● 34% ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

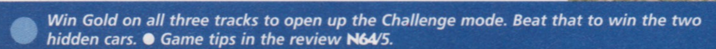


*For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.*

Multi-Racing Championship

Ocean/Imagineer | £55 | N64 8 ● 71% ● JD

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.



*Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.*

Mystical Ninja starring Goemon

Konami | £60 | N64 14 ● 90% ● TW



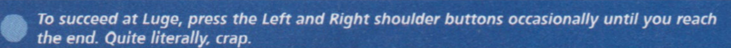
There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

*Check out the review in **N64**/14 and a complete walkthrough of the game in **N64**/15 and 16.*

Nagano Winter Olympics

Konami | £65 | N64 12 ● 32% ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping…



To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NBA Hangtime

GT | £65 | N64 6 ● 52% ● JS



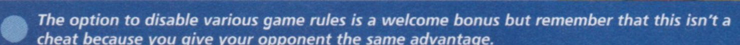
The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

*Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.*

NBA Pro '98

Konami | £55 | N64 14 ● 71% ● JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?



The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim | £50 | N64 10 ● 86% ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're… (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver… Oh, whatever.

NHL Breakaway

Acclaim | £60 | N64 14 ● 62% ● DM



Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.



Olympic Hockey Nagano '98

GT | £50 | N64 15 ● 60% ● MK



Cheap, cynical cash-in on an event that generates only total indifference in the UK. The proper Gretzky games are much better.

*Check out **N64**/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

Pilotwings 64

Nintendo | £50 | N64 1 ● 89% ● TW

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

Quake 64

GT | £60 | N64 15 ● 79% ● JP

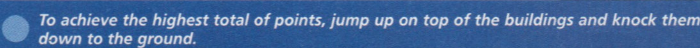
Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Rampage World Tour

GT | £40 | N64 16 ● 54% ● MK

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.



To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.

Robotron 64

GT | £50 | N64 12 ● 75% ● JN

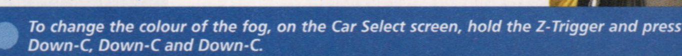
An entertaining update of the classic arcade shoot-'em-up, but it's more than a little repetitive if you're not a committed retro fan.

On the options screen, enter the following code to activate Game Boy mode: Up, Down, Right, Left-C, Down, Up, Left, Right-C, Up, Down.

San Francisco Rush

GT | £60 | N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air, multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.



To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts | £55 | N64 1 ● 78% ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

*To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in **N64**/2 and **N64**/3.*

Snowboard Kids

Nintendo/Atlus | £40 | N64 14 ● 86% ● JA

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

*Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in **N64**/15.*

Super Mario 64

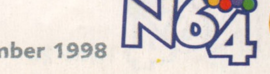
Nintendo | £50 | N64 1 ● 96% ● ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

*Loads of tips in our review in **N64**/1. ● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5. ● Double Game Guide + no. 4 (free with issue 15).*





Tetrisphere

Nintendo | *£40* | *N64 13 ● 69% ● SJ*

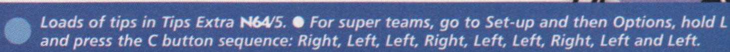
Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Wayne Gretzky's 3D Hockey

GT | *£65* | *N64 6 ● 75% ● TW*

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.



*Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.*

Top Gear Rally

Nintendo/Boss | *£55* | *N64 8 ● 86% ● JD*

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

*Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review **N64**/8.*

Wayne Gretzky's 3D Hockey '98

GT | *£60* | *N64 16 ● 70% ● MK*

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.

Turok: Dinosaur Hunter

Acclaim | *£40* | *N64 1 ● 91% ● TW*

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

*At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2. ● Game Guide + issue 16.*

WCW vs NWO: World Tour

T•HQ | *£55* | *N64 12 ● 70% ● TW*

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Turok 2: Seeds of Evil

Acclaim | *£40* | *N64 21 ● 95% ● TW*

A breathtaking follow–up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase this winter.

As soon as you access the Shotgun, aim for enemies' heads in order to take them down quickly. Anywhere else, and they'll keep attacking you.

Wetrix

Ocean | *£40* | *N64 15 ● 74% ● JP*

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.

Waialae Country Club Golf

Nintendo | *£40* | *N64 21 ● 49% ● TW*

It's golf, but golf that looks like it's been through a meat processor. Abysmally digitized golfers and the same old control system.

On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar. Especially important with green shots. Remember this, Daniel-san.

World Cup '98

EA | *£60* | *N64 16 ● 73% ● JA*

FIFA as *FIFA's* always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.

War Gods

GT | *£50* | *N64 4 ● 46% ● JA*

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.

WWF Warzone

Acclaim | *£50* | *N64 19 ● 85% ● MK*

A fantastic fat-fest with high-res visuals, plenty of fighters, TV-chucking and a brilliant Create-a-Player mode. Best wrestling ever!

On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.

Wave Race 64

Nintendo | *£55* | *N64 2 ● 90% ● ZN*

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Yoshi's Story

Nintendo | *£50* | *N64 15 ● 86% ● TW*

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!



Import Games DIRECTORY

64 O-SUMO	Bottom Up ● 11 ● 90% ● ME	UK release *Unlikely*	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AIR BOARDER 64	Human ● 16 ● 62% ● TW	UK release *August*	An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.
ART OF FIGHTING TWIN	Culture Brain ● 12 ● 78% ● DM	UK release *TBA*	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft ● 14 ● 47% ● JP	UK release *TBA*	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
BOMBERMAN B-DAMAN	Midway ● 18 ● 76% ● JP	UK release *Autumn*	Graphically impressive beat-'em-up that'll delight most casual players, but is more likely to disappoint *SF2* purists.
CHORO Q 64	Takara ● 20 ● 56% ● MK	UK release *Nov*	Painfully slow clockwork racer with a decent enough track designer, but a total lack of speed-based thrills. Tedious.

DENRYU IRAIRABOU	Hudson	12	65%	JN	UK release Ha! No	*Denryu* is a console-based version of the game at fetes with the copper stick and wire. It's up to you.
DEZAEMON 3D	Athena	19	82%	MK	UK release Unlikely	A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.
DORAEMON	Epoch	2	60%	TW	UK release No	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
FAMISTA 64	Namco	11	68%	TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
F-ZERO X	Nintendo	19	91%	JA	UK release November	The fastest racer on earth, and one of the most exhilarating four-player experiences you can buy. Sublime.
G.A.S.P! FIGHTER'S NEXTREAM	Konami	15	52%	MK	UK release TBA	It's frightening when developers like Konami can't get it right, but *G.A.S.P!* is another appalling attempt to emulate *Tekken*.
THE GLORY OF ST. ANDREWS	Seta	1	58%	TW	UK release No	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System	7	69%	JD	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer	8	66%	TW	UK release No	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson	10	52%	TW	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
J-LEAGUE PERFECT STRIKER	Konami	1	89%	TW	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
JEOPARDY!	Take 2	16	9%	MK	UK release Pray, no	Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
JIKKYOU WORLD CUP '98	Konami	18	91%	TW	UK release Now (as ISS '98)	*ISS '98* in all but name, this Japanese version boasts an official World Cup '98 licence. And it's still the best footie game around.
KING OF PRO BASEBALL	Imagineer	1	68%	TW	UK release No	The super-deformed players are entertaining for a while but the slow runners and super skilful CPU will eventually get you down.
MAH JONG 64	Konami	1	69%	WO	UK release No	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MAH JONG MASTER	Koei	3	65%	JD	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MAJOR LEAGUE BASEBALL	Nintendo	18	74%	MK	UK release No	Fast paced baseball action with players who must have fallen out of the ugly tree, hitting every branch on the way down.
MK MYTHOLOGIES: SUB ZERO	Midway	11	9%	JD	UK release Out now	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
OFF ROAD CHALLENGE	Midway	19	21%	JA	UK release September	Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.
PACHINKO WORLD 64	Hewia	13	12%	TW	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson	7	42%	JA	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami	3	54%	TW	UK release No	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
POWER PRO BASEBALL 5	Konami	17	78%	MK	UK release No	Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.
PUYO PUYO SUN 64	Compile	10	80%	ZN	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
QUEST 64	T•HQ	18	71%	JP	UK release August	The N64's first proper RPG is enjoyable but lightweight. The battle system is good, but the rest looks rather unfinished.
RAKUGA KIDS	Konami	20	80%	MK	UK release No	The most adorable characters in the world scrap it out in this great 2D graffiti-'em-up. Far too cute for its own good.
SIM CITY 2000	Imagineer	13	83%	JP	UK release TBA	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version, soonish.
STAR SOLDIER	Hudson	19	72%	MK	UK release TBA	Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.
SUPER ROBOT SPIRITS	Banpresto	20	63%	MK	UK release No	The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.
SUSUME! TAISEN PUZZLE DAMA	Konami	15	78%	TW	UK release TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64	Bandai	12	79%	JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	Hudson	12	49%	DM	UK release No	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
TRUMP WORLD	Bottom Up	21	25%	MG	UK release No chance	Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.
VIRTUAL CHESS 64	Titus	18	76%	TW	UK release Out now	Just what your N64 has been waiting for – a top-class chess sim that means you'll never have to get beaten by Grandad again.
WHEEL OF FORTUNE	Gametek	11	17%	TW	UK release No	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WONDER PROJECT J2	Enix	1	55%	WO	UK release Unilkely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.

NUMBERS NET

Phone numbers and Internet sites for companies with a Nintendo 64 interest.

N64 SITES

THE Games	(01703) 653377
Nintendo USA	www.nintendo.com
Nintendo Australia	www.nintendo.com.au
Nintendo Japan	www.nintendo.co.jp
Next Generation	www.next-generation.com
IGN64	www.ign64.com

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim jp.com/
US	www.acclaimnation.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atlus	www.atlus.com/
BMG	(0171) 973 0011
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Boss	www.bossgame.com/
DMA Design	www.dma.co.uk/
Electronic Arts	(01753) 549442
	www.ea.com/
Gametek	(01753) 854444
	www.gametek.com/
GT	(0171) 258 3791
	www.gtinteractive.com/
GTE	www.im.gte.com/
Hudson Soft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
Interplay	(01628) 423666
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Konami	(01895) 585 3000
Japan	www.konami.co.jp/
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Ocean	(0161) 832 6633
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Paradigm	www.paradigmsim.com
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Seta	www.seta.co.jp/
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Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004
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UK REVIEW!



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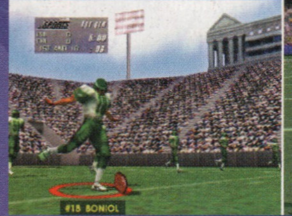


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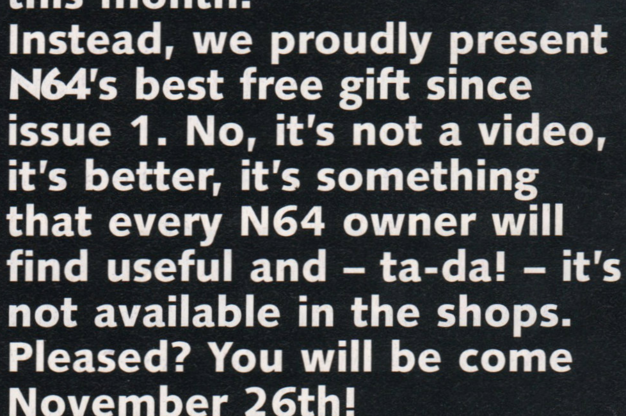


NEW SHOTS! More news on SHADOWMAN 64, plus loads of other top stuff from N64 developers all over the World.

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No Double Game Guide + this month. Instead, we proudly present N64's best free gift since issue 1. No, it's not a video, it's better, it's something that every N64 owner will find useful and – ta-da! – it's not available in the shops. Pleased? You will be come November 26th!

OFFICIAL! NINTENDO 64 MAGAZINE

All magazine contents and free gifts subject to change.



The N64 Magazine Quiz

WIN!! £50!!

This, er, train terminates at the next station. Um. Choo choo...

And so, as the sun sets on another fun-packed issue, we're all left to ponder days gone by. Days when you could leave your front door open without fear of anybody coming in, stealing your TV and then running off – very quickly – down the road, never to be seen again.

Days, indeed, when £50 was a King's ransom. Or, a 'stack-load of dough' as they used to call it in Edwardian times. Mind you, 50 of the best isn't to be sniffed at these days, either. Which is why we've no hesitation in pinning a wodge of ten pound notes to a board marked 'entries' as a prize for answering the ten, not-exactly-easy questions below. Which is nice.

Of course, the usual rule applies. Namely that you'll have to have read the mag thoroughly back-to-front and digest every little snippet of info. Because, be certain, we will test the very fabric of your mind, young man... Hoo, hoo, ha, ha, ha. Ahem.



Q1. What game features a character called Diaz?
Q2. What was *GASP!!* called in America?
Q3. Name two of the competition cars in *V-Rally 99*?
Q4. How many games, featured this month, are, or have been, developed in France?
Q5. What famous alien do *Perfect Dark*'s little white men look like?
Q6. What does NWO stand for?
Q7. Which game this month is like *Twisted Metal* on the PlayStation?
Q8. If Adam Drake, of *Body Harvest* fame, was your mate, what would you call him: a) Bob, b) Terry, c) Willem II of Götenland or d) The Drakesider?
Q9. What game do Ubi Soft *not* want *Rayman II* to be like?
Q10. What are the rats' primary weapon in *Silicon Valley*?

The N64 Quiz — *My answers are as follows:*

1. ____________ 6. ____________
2. ____________ 7. ____________
3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ *Address* ____________

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How To Enter

It's easier than contracting life-threatening malaria in a jungle in Equatorial Guinea. Simply fill out the form and forward it to:
Good Golly Quiz Folly: The Return of Jason's Mother, N64 Magazine
30 Monmouth Street,
Bath BA1 2BW

Rules

1. The closing date for entries is November 30th, 1998.
2. Employees of Future Publishing may not enter. Ha! Nope.
3. The Editor will probably pick an entry out, though Andrea – his faithful, and effervescent, assistant – may be given the task. Whaddagirl!
4. The prize will be in pounds.
5. His name was Tim Tyler... and he was the boy who couldn't smile.

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This issue on sale 30th October
Next issue on sale 26th November

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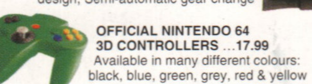
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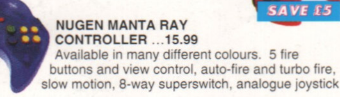
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No known side-effects... as yet

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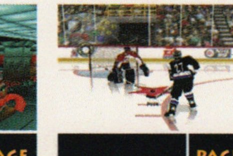
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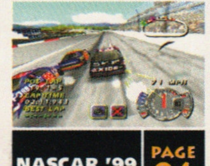


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